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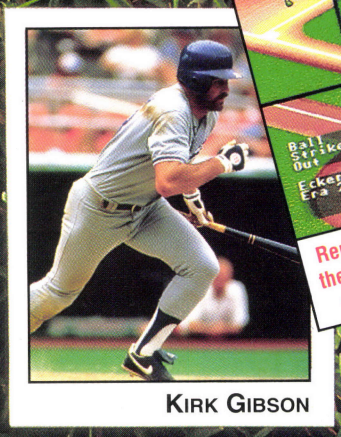
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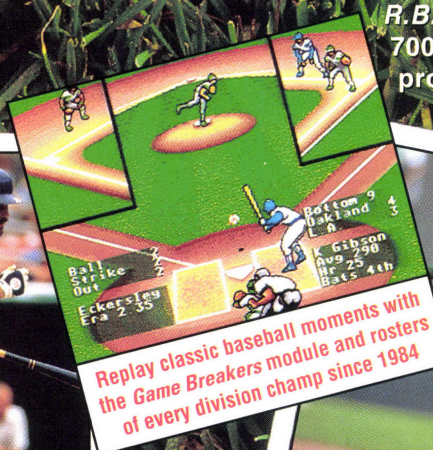
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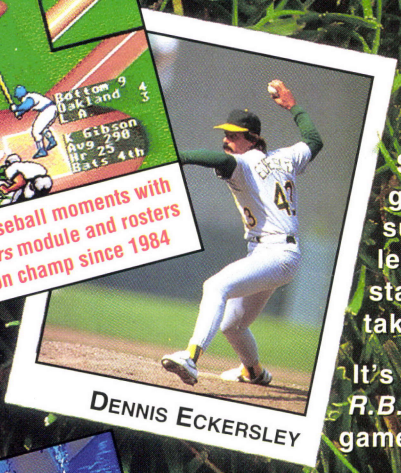
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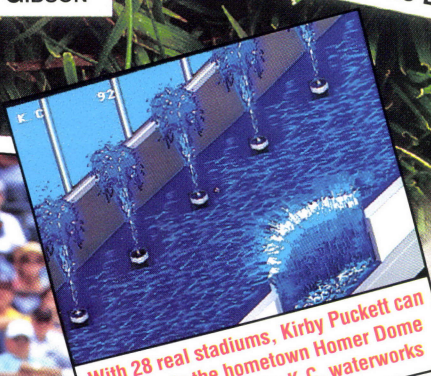
Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984



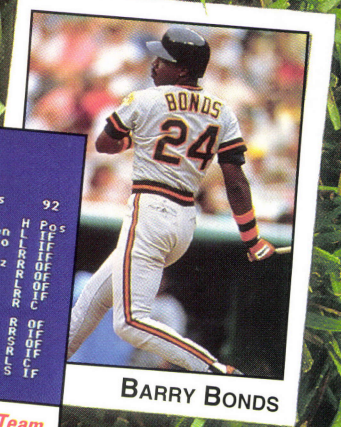
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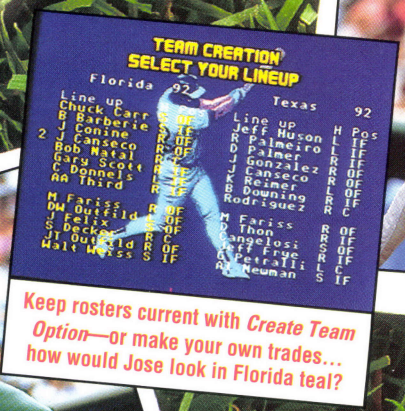
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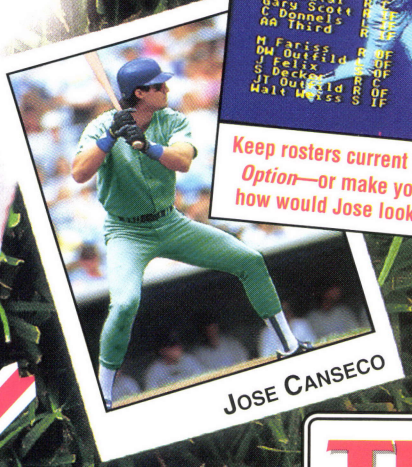
With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks



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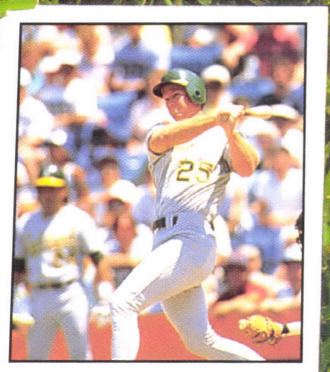


JOSE CANSECO



TENGEN
VIDEO GAMES

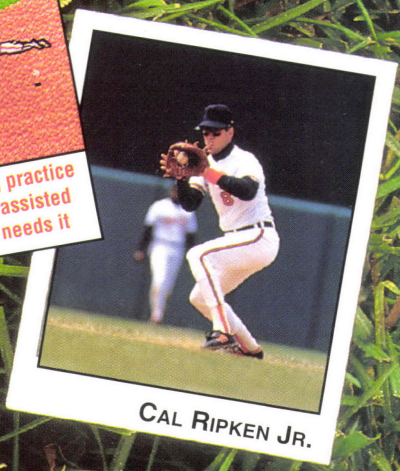
R.B.I. '93 BASEBALL



MARK MCGWIRE



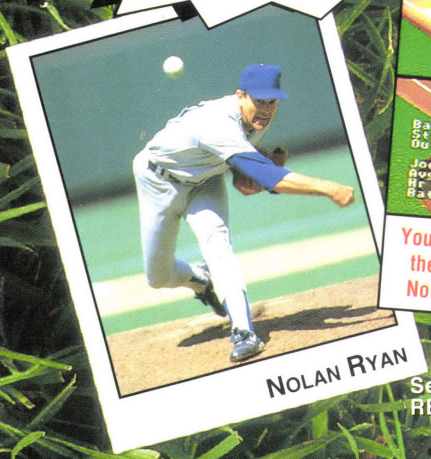
New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it



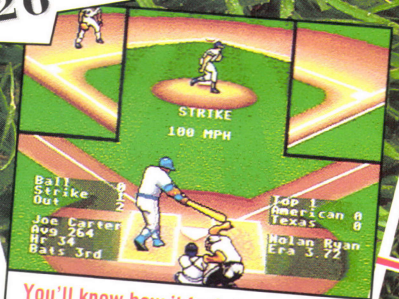
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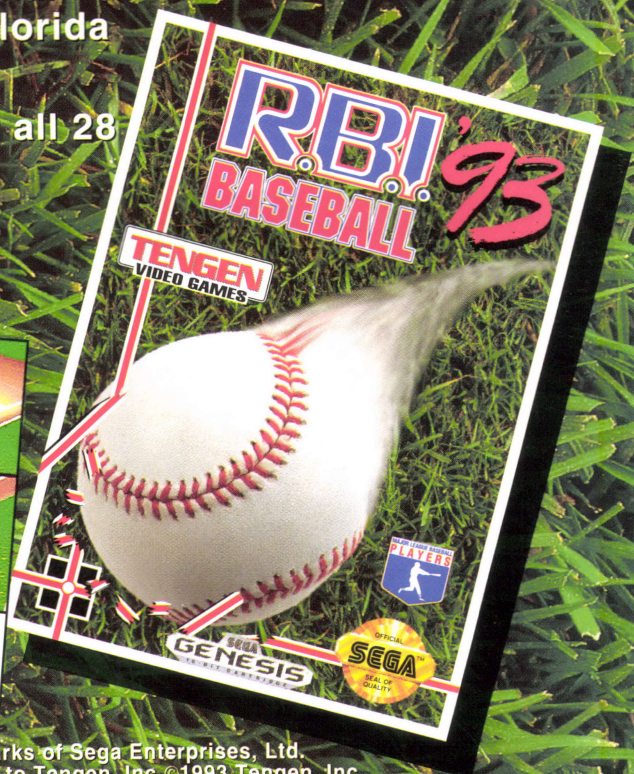
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CIRCLE #102 ON READER SERVICE CARD.

Cover: Nintendo's *Star Fox* for the Super NES is the first game to utilize the new SFX chip. Turn to page 38 for a review of this new graphically astounding game.

Cover Art: Mike Wepplo

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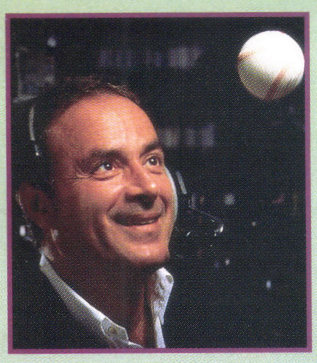




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MAY 1993

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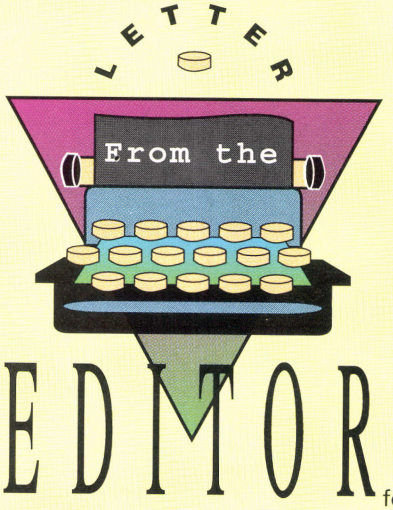
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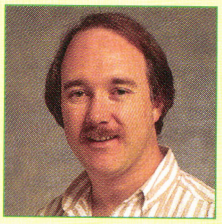
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One of the main things gamers ask us for is quick information on new products coming out, game tricks and other breaking news. The problem we have in publishing this magazine is the time it takes to physically "create" a printed version. Articles have to be researched and written, photos have to be developed, pages must be laid out, everything has to be prepped and printed, then the magazine has to be shipped to newsstands or mailed to subscribers. It's hard to present hot news, such as the March 10th announcement of the Genesis version of *Street Fighter II*, which is in this issue's *Video-Game Previews*.



It's important to note that there are some steps you can take to get your gaming information faster. I've spoken in this space before about VG&CE's SIG (special interest group) on Delphi, but there are other places that carry electronic-game material, accessible through the use of a modem and personal computer.

Aside from the "World of Video Games" on Delphi, perhaps the single busiest area for game-related files and messaging is CompuServe's Gamers Forum (type GO GAMERS). CompuServe is the biggest consumer-oriented on-line service, and lots of material originates here. Also, look for hot reviews and walk-throughs via *The Electronic Gamer*, the ASCII-based magazine for games that has no specific cover date and is always being updated.

Another repository for game information is GEnie's Scorpia forum (type SCORPIA or M805). The bulletin board isn't especially easy to navigate, but it's filled with up-to-date data on games. Contributing Editor Zach Meston spends a lot of time here digging for hot news and tips.

The biggest network, however, is the Internet. It's a tangled web of government, military, industrial and college computers, which makes for a *gigantic* free-form information service. Through the use of FTP (file transfer protocol) and Telnet (the ability to hook up to a remote computer in real time), you can access files and newsgroups on electronic games and more. We'll have an article on Internet access, which Delphi just added (type GO INTERNET), in a future issue of VG&CE.

We'd like to invite you to visit us at our World of Video Games SIG on Delphi. When you get there, one of the best attractions is the database library, where you'll find picture files of new games, text files containing exclusive Game Genie codes and more. You can also partake of the message forum, where a lot of news spills out—and gaming debates take place. To join in on the fun, dial (800) 365-4636 from your computer, then enter the password IP33. Drop me electronic mail at the VIDGAMES address or in the forum. We'll look for you there!

—Andy Eddy, Executive Editor

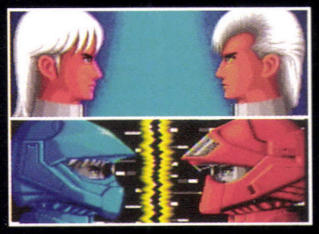
TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.

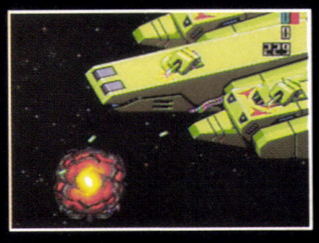
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CIRCLE #104 ON READER SERVICE CARD.

READER MAIL

IS NINTENDO CD?

Is Nintendo's decision to scrap plans for its 16-bit CD-ROM indeed a wise move for video gamers? I find it inconceivable that the big "N" could honestly conclude that a CD upgrade would not significantly improve games.

A recent issue of *Sega Visions* proclaimed that one CD has the storage capacity of 500 8-meg ROM cartridges. *Five hundred!* Yet Nintendo sees no significant advantage. I dare Nintendo to experience the unbelievable full-motion, real-time video footage and sound in the Sega CD masterpieces *Night Trap* and *Sewer Shark*, then maintain that these games are not revolutionary.

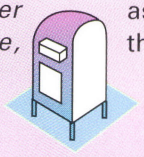
Perhaps the problem lies with the approach Nintendo is taking to this new medium. *Super Mario World CD* with *googol* levels is not my idea of a significant improvement, yet that may be the extent of Nintendo's visionary capacity. I tend to believe, however, that the real reason behind Nintendo's sudden change of plans stems from its inability to stay ahead of—or even with—the game.

When Nintendo was behind Sega in releasing its 16-bit console to the U.S. market, the "propaganda machine" spewed the irrationalization that "we don't need 16 bits at this time." Now, as history repeats itself and Sega's CD-ROM unit was set to hit store shelves before Nintendo's, we're told that we really can't use 16-bit CD-ROM anyway.

Nice try, Nintendo, but you can't fool all the people all the time. Simply because you can't meet deadlines or program decent games for a cutting-edge technology doesn't mean I have to miss out on the fun.

—William Simpson
Los Angeles, California

There's a lot of conflicting information regarding the Nintendo CD, with one very interesting bit being an article in the Software Industry Bulletin. *It quotes Bill White, Nintendo's director of advertising and public relations, as saying that Nintendo has "no commitment to enter the CD-ROM market" for now. This makes it sound like Nintendo isn't guaranteed to bring a CD player out for the SNES. Of course, that's Nintendo's choice, but we're sure it won't sit well with SNES owners who were counting on having that peripheral available to expand the SNES's capabilities and not to, as you said, "miss out on the fun." Stay tuned....*



OH, AND WHILE NINTENDO IS DOWN...

It has come to my attention that Nintendo of America currently plans to edit the Super NES version of *Mortal Kombat*. I personally object to such needless censorship, as do many others. It is especially unnecessary in this case, because anyone who would buy this game would have already played it in the arcade, where they would have been exposed to (and accepted) any violence in this game.

A group of video gamers, led by Matt Capazzo and members of Prodigy, has begun a letter-writing campaign to Nintendo of America in protest of this censorship.

I do not believe these people can do enough to stop Nintendo, so that's why I am now requesting your aid. I would like for VG&CE to help us petition against Nintendo of America. You could help us by publicly denouncing such harsh censorship and by asking your readers to agree to ban Nintendo products in general if any editing is done to the game. To back up this ban, you could also ask your readers to sign a petition stating that they would not like the Super NES version of *Mortal Kombat* to be edited. If this would be too much to ask, then would you at least take a poll of the readers, asking what their position is on the censorship of *Mortal Kombat*.

Any help here would be greatly appreciated. Please send results of any poll or petition directly to Nintendo of America, and publish them as well. I am convinced that most gamers do not appreciate such censorship, and your poll could prove me right or wrong. Thank you for your time.

—Jared Hardy
Ramona, California

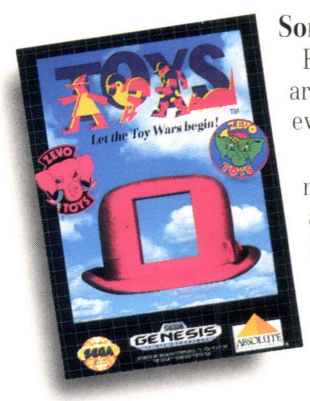
The staff of VG&CE *thinks it's silly to consider diluting* Mortal Kombat*'s use of blood in a fantasy setting, especially after allowing most of* Street Fighter II*'s vomit and blood. We've yet to see anyone get so worked up after a game session that they forgot it was bad to <u>really</u> do those kinds of brutal moves on a real person. However, we'll leave it up to the masses to answer the question for us. By the time you read this, we'll have posted a poll*

Letters to be considered for publication should be addressed to: *Reader Mail*, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.

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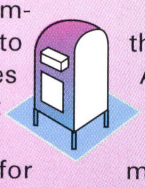
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CIRCLE #105 ON READER SERVICE CARD.

on Delphi, in the World of Video Games poll area (type GO GRO WOR PO), regarding this issue. The results, whatever they may be, will be passed on to Nintendo of America. Hey, wouldn't it be great if Acclaim put its Nintendo Seal of Approval on the shelf for just one game? Sha'right. And speaking of the Seal of Approval....

A TRAINED SEAL ACT?

I love your "gamezine" and have been reading it faithfully for some time now. I have a question regarding Camerica's game cart for the NES. How come they don't carry the "Nintendo Seal of Quality"? Is Nintendo still mad at Camerica over the Game Genie incident? And what exactly is the Official Nintendo Seal of Quality? Do Nintendo's technicians actually test and inspect the game for flaws, or does the company just pay Nintendo a fee to have it stamped on their boxes so customers think that without it the game could be faulty? I've been thinking about this for awhile and any response would be greatly appreciated.



—James Dowerny
(somewhere in Canada)

As we understand it, Nintendo charges each licensee a fee for various services before a cartridge is released. They include testing a game with various hardware versions (word has it that there are about 20 different NESes), documenting of bugs and flagging of offensive elements, as well as the handling of packaging and cartridge manufacturing, if desired—most licensees aren't equipped for this and turn to Nintendo for guidance. There are also added costs for "optional" equipment, such as the SFX chip or the various MMC chips in NES carts. Nintendo also puts additional marketing and consulting effort behind its licensees, and the Seal of Approval is a sign of Nintendo's backing of the product.

The fact that Camerica doesn't have a Nintendo license stems more from how Camerica feels it was treated while it was a Nintendo licensee in the late '80s—it marketed a line of NES controllers. Certainly, the Game Genie didn't help, but Camerica feels it can do just fine without spending the extra licensing money on Nintendo. Besides, Nintendo is strongly against the concept of the Game Genie, which it feels diminishes the quality Nintendo's licensee program puts into the games that it oversees.

RAISING THE MAG FLAG AND OPENING THE JAG BAG

Thank you for providing an electronic-gaming magazine not made expressly for children. Although I'm only an 18-year-old, I get annoyed at the immaturity and carelessness that most electronic-gaming magazines present.

I also wanted to thank you for the tip on *Batman Returns* for the Atari Lynx, as well as the other two you had in February's magazine. Also, although the Lynx may be less supported than the Game Boy or Game Gear, it is the most powerful handheld, and I think it's definitely the most fun to play.

—Eric Slagle
Carmel, Indiana

P.S.—I don't like vaporware, but I'd love any real news on the upcoming Atari Jaguar system!

First, thanks for the VG&CE *compliments. We're simply doing a magazine that we want to read ourselves—using every primary color on a page, faked pictures and overhyped rumors don't jazz us.*

We're big Lynx fans too, though we wonder when Atari is going to get behind its great portable. The support has been a little lax, and the Lynx needs the boost.

Finally, we are about ready to blow the roof off the gaming world with the whole Jaguar story. As we've said before, we're not interested in talking up a system that we haven't seen, so we're content to wait for Atari to give the story to the best magazine (that's us!). Keep your eyes peeled on upcoming issues of VG&CE *for the details on this tightly under-wraps machine.*

FINAL KOMBAT QUEST

The game *Mortal Kombat* is one hot arcade game, but I have a question about it: Will it be coming out for any system or CD system?

—Nicholas Fiorini
(no city or state provided)

As we noted in our Consumer Electronics Show report in the last issue, you'll see Mortal Kombat *on the SNES, Genesis, Sega CD, Game Gear and even the Game Boy. We'll report on it in an upcoming* VG&CE *when it's closer to its final form.*

Our February special on Mortal Kombat*'s Reptile character, in case you didn't notice (gulp), had some errors—we didn't get the whole story (ouch) from the game's programmers. Look for that in the next issue with our apologies.*

MODEM OWNERS!

VG&CE can be reached on-line with comments and hints. We'd be happy to hear from you. Electronic Mail can be sent to us on the following systems:

CompuServe: 70007,3554
Delphi: VIDGAMES
GEnie: VIDGAME
Prodigy: CKJB66A
America Online: VIDGAMES

If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VIDEOGAMES & COMPUTER ENTERTAINMENT sent you!

CompuServe: (800) 848-8990
GEnie: (800) 638-9636
Delphi: (800) 695-4005
Prodigy: (800) 822-6922 x556
America Online: (800) 827-6364

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Screen shots shown are from the Super NES version of the game.

The name of the game

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SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

The Addams Family™

Paramount

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CIRCLE #106 ON READER SERVICE CARD.

YEA & NAY

Yea

We here at VG&CE remember well the days when men were men, women were women and game packaging was cool. Perhaps the best packaging of all was produced by Infocom in the early 1980s: We still get chills thinking about its superb boxes for *Suspended* and *Deadline*. Unfortunately, like all good things, neat boxes came to an end—or did they?

The last few months have seen a revival of innovative packaging: Ocean's *Robocop 3D*, Velocity's *Spectre* and NovaLogic's *Comanche Maximum Overkill*, among others. According to a source at Psygnosis (remember the long box for *Shadow of the Beast*?), "Retailers can't stand [nonstandard] boxes," but most gamers love 'em. Nowadays, it takes something special to stand out on the shelves, and these boxes capture your eye—while housing great games besides.



Nay

And now for a journey to VG&CE's "What Were They Thinking?" department, where our hard-working research team hands us a file labeled (that's right, Sega, *labeled*) "Sierra On-Line." It seems that Sierra has hired Daryl Gates, former chief of the LAPD, to assist in the design of *Police Quest IV*. (Jim Walls, the creator of *Police Quest*, has left Sierra to design *PQ* clones for another company.) We don't have the space to bash Gates, and, in any case, he's been expertly bashed before—the humor magazine *Spy* had a particularly good article on him. We'll just join the growing chorus of gamers asking Sierra why it felt the need to hire a man of such dubious character to help sell what would have been a hugely successful game anyway.

Nay

Those gushy sounds you hear are the staff of VG&CE having cows over the fact that Sega CDs come in jewel boxes with no labeling, making organization (not to mention finding a particular title) wildly difficult. What could Sega's reason be? Labels slow down the production process? Keep dreaming. Labels increase production costs? It costs, at most, a nickel per full-color label. Labels are a waste of paper? So why not market Sega CDs in just their jewel boxes and get rid of the large cardboard boxes they're currently sold in? And why does Sega of Japan put labels into Mega CD jewel boxes? This lack of labels isn't a big problem right now, with roughly a dozen Sega CDs on the market, but imagine having two dozen blank jewel boxes to organize. Three dozen. A hundred. (Doesn't Sega wish!) This is a Nay that Sega could easily turn into a Yea. Here's hoping it does.



VG&CE may not have any "psychic friends" available to you, but we can "channel" your thoughts to game companies through *Yea & Nay*, patting them on the back or slamming them to the mat for what they do. Send your opinions to: VG&CE, Attn: *Yea & Nay*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Let's hear how you feel!

COULD IT BE...?

• Could it be that Sega defined the mysterious Blast Processing Mode in its Winter '93 CES press kit? In Sega's own words: "The Blast Processing Mode on Genesis—the total power dedication of the Genesis system to giving a character on-screen a blast of speed—guarantees the quickest power punch delivered on a 16-bit system. (It's like kicking the system into turbo-charge.)" All that hyperbole just to say "7.67 MHz CPU"? Yeesh!

• Could it be that the new magazine *Die Hard Game Fan*—just plain *Game Fan* to the hip readers amongst thee—started life as a tiny (3½" x 5½") mail-order catalog? Die Hard is a California mail-order company that specializes in Japanese import products; *DHGF* was included with each order to promote Die Hard's latest wares.



• Could it be that Sega made a subtle (and quite possibly lawyer-appeasing) change in the text of a Sega CD magazine ad?

—December 1992 VG&CE, page 27: "Believe it or not, the brains behind Sega CD don't wear pocket-protectors or glasses held together with tape. (Those guys work at Nintendo.)"

—January 1993 *GamePro*, page 103: "Believe it or not, the brains behind Sega CD don't wear pocket-protectors or glasses held together with tape. (Those guys work for our competitors.)"

• Could it be that the staff of *Electronic Gaming Monthly* gets a bit childish at times? Dig through your old magazines and find the July 1991 issue of VG&CE or *GamePro*. Flip to *Atari Adventure*, an Atari Lynx advertorial created for Atari by Sendai Publishing, the same people who produce *EGM*. Turn to the two-page spread on *Tournament Cyberball* and read the text on the left side, carefully noting the first letter of each sentence. Put the letters together and what do they spell? Interesting, wouldn't you say? Sendai issued a press release in which it blamed the hidden message on a disgruntled former employee, but informed sources tell us that staffers, including Sendai's publisher, knew about this before it was printed.

• Could it be that the music group Information Society has a track on its





latest CD (*Peace and Love, Inc.*) that you can download with a computer, modem and two phone lines? Here's how to do it.

STEP 1: Hook up one phone line to the modem and set your terminal program to 300 BPS, full duplex, no parity, 8 data bits, 1 stop bit.

STEP 2: Hook up the other phone line to a telephone and move the telephone next to a stereo with the Information Society CD inside and ready to play track 12, called *300BPS, N, 8, 1* (sound familiar from Step 1?).

STEP 3: Have the modem call the "stereo phone."

STEP 4: Answer the stereo phone, stick it next to the stereo speaker and start playing the CD. Your terminal program will display "CONNECT" and start downloading a text file. It takes about three minutes to download the entire file, which is an amusing story written by Kurt Harland, InSoc's lead vocalist.

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed *Tip Sheet* to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or "I've looked everywhere, but I can't find the blue vase." So, if you're having a problem with a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to:

VG&CE
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA 90210
Attn: *Tip Sheet*

TIP SHEET

BY
CHRIS BIENIEK

I have a question about *Parasol Stars* (Working Designs for the TurboGrafx-16/Turbo Duo). I was playing the game yesterday and I spotted an item that I never saw before. I believe it was the rainbow-colored necklace that's described in the instruction manual, but I haven't been able to figure out what it does or how I can get it to appear again. Can you help?

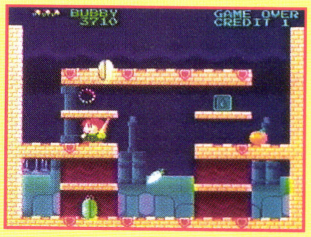
—Robert Boothe
Lynbrook, New York

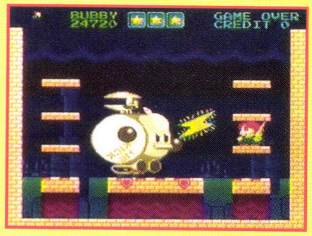
Though it may appear randomly in any of the game's stages, we're only aware of one reliable method that will make the rainbow necklace appear on demand.

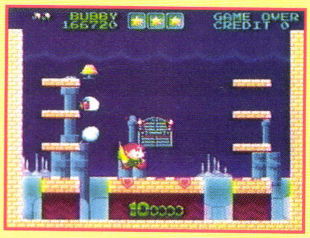
When the game is first turned on and you start to play, the TG-16 begins to count the number of stages you've played. Since the game is 77 levels long, Taito set it up so that the necklace would appear when the counter reached 80, as a reward for finishing the game. In other words, if you turned the machine on and played through the entire game, you'd be able to start the game again and get the rainbow necklace in the third stage.

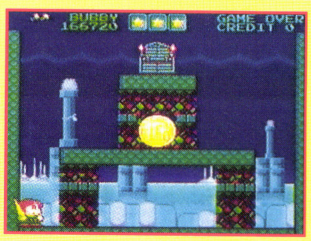
*Fortunately, the counter continues to add up the stages even when the system is reset by holding the **RUN** button and pressing **SELECT**. Therefore, you can start the first stage, reset the machine, start the first stage again, reset it—and repeat the process 79 times to get the rainbow necklace to appear in the first stage. You don't even have to play through the entire stage over and over; just make sure that some enemies have appeared on the screen before you reset the game or else the system will not increase the stage counter. If that sounds too boring, an alternate method is to play through the eight stages of the first world before you reset the game; do this ten times (for a total of 80 stages) and you'll get the rainbow necklace.*

But what does the rainbow necklace do? Aside from generating big points, it also gives you three star-shaped "mystery crests." If you defeat a boss character while you're holding these three crests, a secret door will appear after the battle. Enter this door, and you will get a coin that grants a whopping 99 continues!





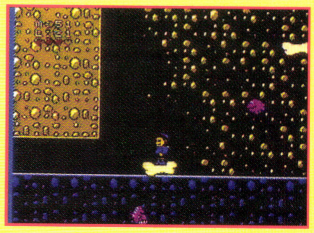


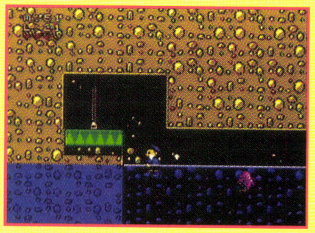


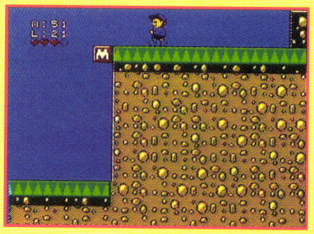
My nephews have been playing *M.C. Kids* (Virgin for the NES) for months. They can defeat the game, and they have located five of the "secret cards" as follows: in Level 3 of Birdie's Treehouse, in Level 2 of Grimace's Highlands, in Level 1 of the Professor's Workshop, in Level 3 of CosMc's Retreat and in Level 3 of Hamburglar's Hideout. Unfortunately, they can't find the sixth secret card that will allow them to enter Puzzle Land. Can you help?

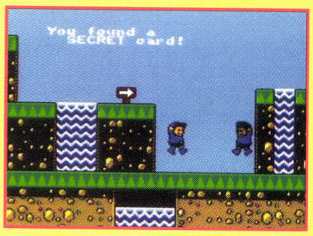
—Mrs. Ronald Davis
Redwood, New York

The secret card that your nephews are looking for can be found in Level 4 of the Professor's Workshop. It's located just beyond the "ending line" of the Desert Cove. To reach it, you must find the large cave that's filled with platforms that look like bones. Fall into the water at the bottom of this cave and swim to the left; rapid pressing of the B button should keep you just out of range of the purple piranhas that lurk below. You'll find a hidden alcove with a "zipper" warp door, which leads to the end of the level—and the missing secret card.



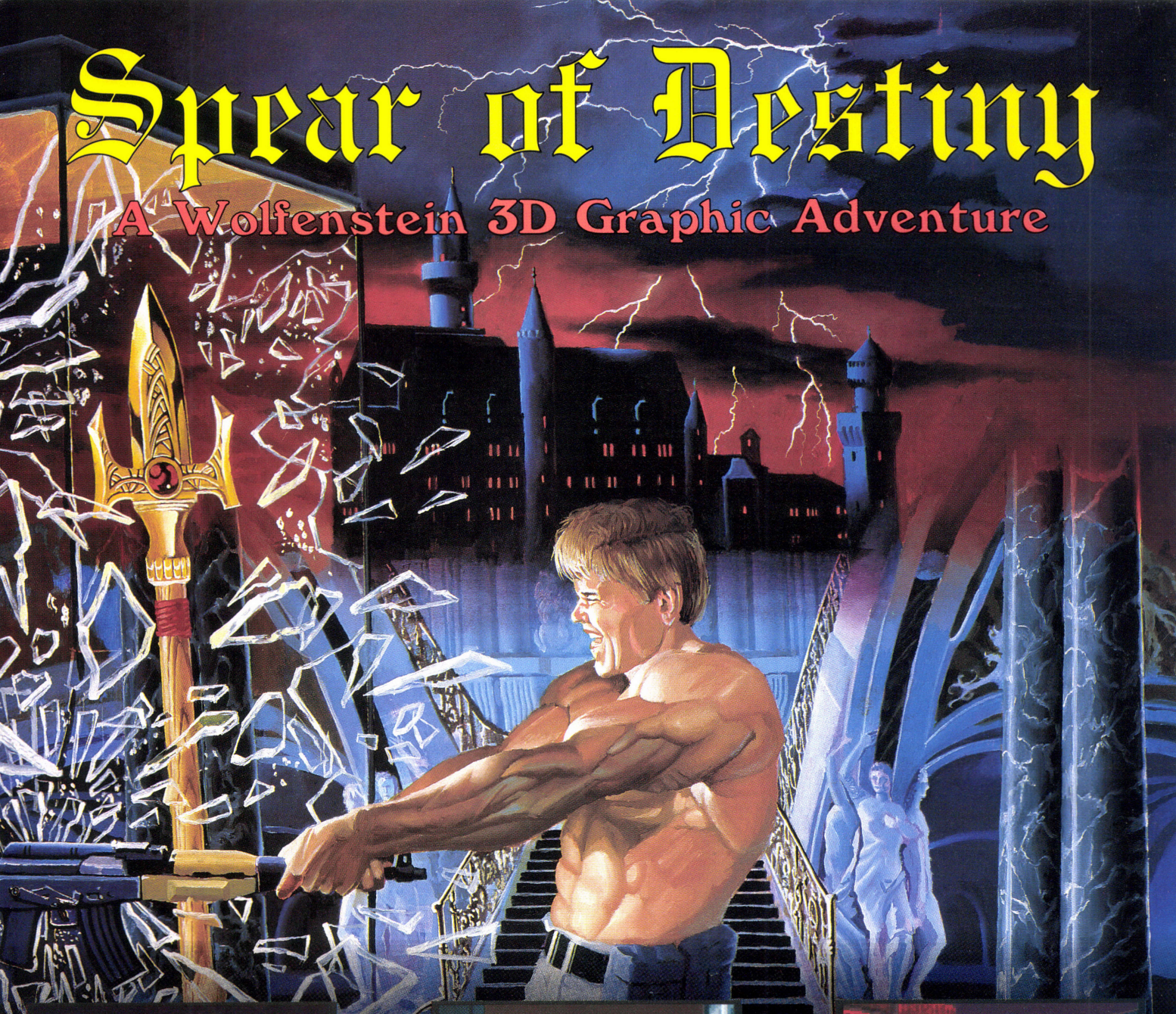






Spear of Destiny

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Features!

- spectacular VGA virtual reality system
- breathtaking musical soundtrack for Adlib, Sound Blaster
- digitized stereo sound effects for Sound Blaster, Sound Source
- over 20 complete floors to cover
- 4 levels of play difficulty
- special extra challenges for advanced game players
- saves multiple games in process

What the Reviewers Say!

- ``the player is `there' like no game I've ever played...''
- ``the sound and the visual action, is frighteningly realistic...''
- ``I can't remember a game making such effective use of perspective and sound and thereby evoking such intense physiological responses from its players.''

Game by id Software. Published by FormGen Corporation, Box 279, North Andover, MA, USA, 01845-0279 (800)263-2390 (416)857-4141 Fax: (416)857-4531

CIRCLE #107 ON READER SERVICE CARD.

Top Coin-Ops for February 1993

Figures are courtesy of *RePlay* magazine, based on an earnings-opinion poll of arcade operators.

Best Upright Videos

1. *Mortal Kombat* by Midway
2. *Lethal Enforcers* by Konami
3. *Street Fighter II: Champion Edition* by Capcom
4. *Terminator 2* by Midway
5. *Golden Axe II* by Sega
6. *Super High Impact* by Midway
7. *Sunset Riders* by Konami
8. *Turbo Out Run* by Sega
9. *Steel Gunner* by Namco
10. *Double Axle* by Taito

Best Deluxe Videos

1. *Virtua Racing* by Sega
2. *Stadium Cross* by Sega
3. *Suzuka 8 Hours* by Namco
4. *Race Drivin'* by Atari
5. *Final Lap 2* by Namco
6. *X-Men* by Konami
7. *Grand Prix Star* by Jaleco
8. *Four Trax* by Atari
9. *Steel Talons* by Atari
10. *Moto Frenzy* by Atari

Best Video Software

1. *Street Fighter II—Championship Edition Turbo* by Capcom
2. *Time Killers* by Strata
3. *Fatal Fury 2* by SNK
4. *World Heroes* by SNK
5. *Warriors of Fate* by Capcom
6. *Art of Fighting* by SNK
7. *Street Fighter II* by Capcom
8. *Neck 'N Neck* by Bundra
9. *Irem Skins* by Irem
10. *Aero Fighters* by McO'River

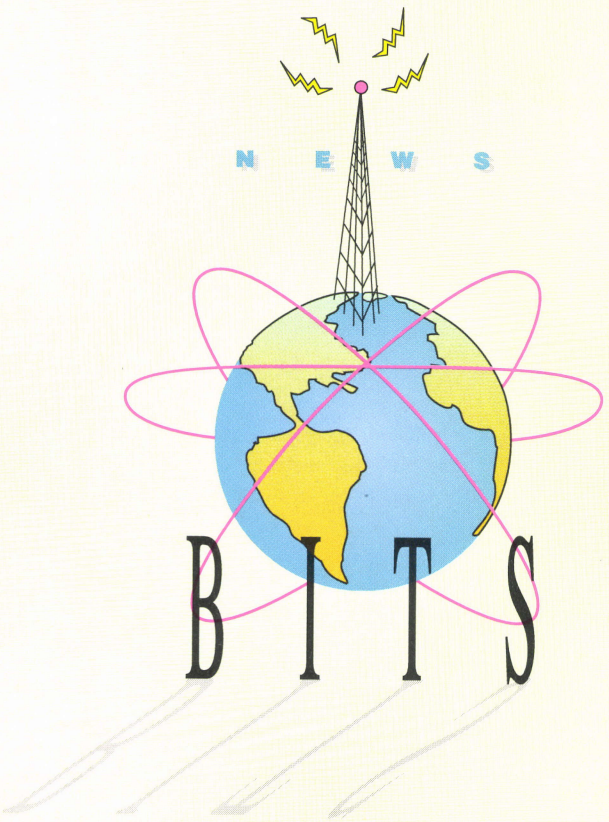
Top Video Games for February 1993

The lists of top-selling video-game software cartridges are provided courtesy of Babbage's.

Super NES

1. *Street Fighter II* by Capcom
2. *Bulls vs. Blazers and the NBA Playoffs* by Electronic Arts
3. *Spider-Man and the X-Men in Arcade's Revenge* by LJN
4. *NHLPA Hockey '93* by Electronic Arts
5. *Monopoly* by Parker Brothers
6. *The Legend of Zelda: A Link to the Past* by Nintendo
7. *The Magical Quest Starring Mickey Mouse* by Capcom
8. *Death Valley Rally* by Sunsoft
9. *Teenage Mutant Ninja Turtles IV* by Konami
10. *Final Fantasy—Mystic Quest* by Square Soft

COMPILED BY DAVID S. MOSKOWITZ

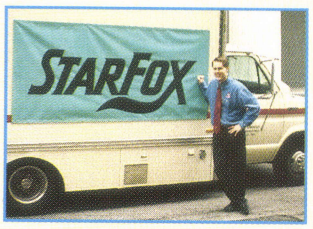


Nintendo Launches Star Fox Van Tour and Shootout

In preparation for the release of *Star Fox*—the first game to feature its new Super FX chip—Nintendo of America crammed a ton of game equipment and one of its top game counselors into a van and sent them nationwide on a media tour. The *Star Fox* tour van reached VG&CE's offices on February 16, giving the VG&CE editors a chance to "test drive" the new shoot-'em-up.

The tour marks a departure from Nintendo's normally secretive marketing strategies. With positive response from the media nationwide, the big "N" was certainly encouraged to let the world see its games before they hit the shelves.

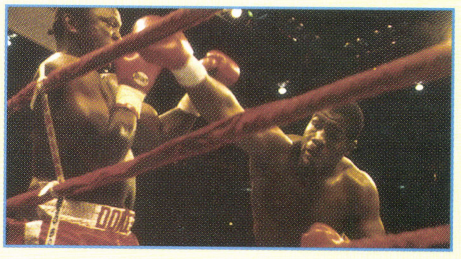
From April 30 through May 2, Nintendo will host the "Super *Star Fox* Weekend Competition" at retail outlets nationwide. Nintendo expects 400,000 entrants in this scoring battle, which features more than $500,000 in prizes, including a trip to London, Paris, Tokyo or Sydney. *Star Fox* jackets and specially designed *Star Fox* cartridges are also expected to be awarded to high scorers.





Bignet Signs Bowe

Third-party software manufacturer Bignet has signed a licensing agreement with world heavyweight boxing champion Riddick "Big Daddy" Bowe to develop a series of boxing games. The Bowe-based games will appear on numerous Sega platforms, as well as serve as the basis of Bignet's first Super NES title.



In his last fight, on February 6, 1993, Riddick "Big Daddy" Bowe (now 34–0) scored a first-round TKO against pasta fanatic Michael Dokes.

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Sega Genesis

1. *NHLPA Hockey '93* by Electronic Arts
2. *John Madden Football '93* by Electronic Arts
3. *Ecco the Dolphin* by Sega
4. *Streets of Rage 2* by Sega
5. *Road Rash II* by Electronic Arts
6. *Sonic the Hedgehog 2* by Sega
7. *NFL Sports Talk Football* by Sega
8. *PGA Golf II* by Electronic Arts
9. *Monopoly* by Parker Brothers
10. *Terminator 2: The Arcade Game* by Arena

Sega CD

1. *Road Avenger* by Renovation
2. *Night Trap* by Sega
3. *Cobra Command* by Sega
4. *Sewer Shark* by Sony Imagesoft
5. *Wonder Dog* by JVC
6. *Hook* by Sony Imagesoft
7. *Prince of Persia* by Sega
8. *Black Hole Assault* by Bignet
9. *Wolf Child* by JVC
10. *Chuck Rock* by Sony Imagesoft

NES

1. *Tecmo Super Bowl* by Tecmo
2. *Tecmo NBA Basketball* by Tecmo
3. *Tetris* by Nintendo
4. *Dragon Warrior IV* by Enix
5. *Super Mario Bros. 2* by Nintendo
6. *TMNT: The Manhattan Project* by Konami
7. *Super Mario Bros. 3* by Nintendo
8. *Mega Man 5* by Capcom
9. *Dr. Mario* by Nintendo
10. *Yoshi* by Nintendo

Nintendo Game Boy

1. *Super Mario Land 2: 6 Golden Coins* by Nintendo
2. *Super Mario Land* by Nintendo
3. *The Ren and Stimpy Show: Space Cadet Adventures* by T•HQ
4. *Golf* by Nintendo
5. *NBA All Star Challenge 2* by LJN
6. *Top Gun: Guts and Glory* by Konami
7. *World Cup* by Nintendo
8. *Bonk's Adventure* by Hudson Soft
9. *The Empire Strikes Back* by Capcom
10. *Tiny Toon Adventures—Babs' Big Break* by Konami

Sega Game Gear

1. *Columns* by Sega
2. *Taz-Mania* by Sega
3. *Batman Returns* by Sega

Nintendo Sells Cartridge-Free Game Boy

Following the example set by its multiple SNES configurations, Nintendo will now be selling the Game Boy portable system, without any games, for a suggested retail price of $49.95. The Game Boy will still be available with *Tetris* for a suggested retail price of $79.95.

FBI Busts Rusty & Edie's BBS

The Federal Bureau of Investigation raided Rusty & Edie's computer bulletin board located in Boardman, Ohio. The board had been a clearinghouse of illegally copied software which logged in over 3.4 million calls, averaging 4,000 per day.

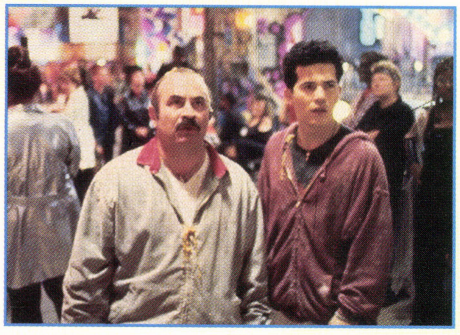
For a fee of $89, users could download any of 100,000 files stored in the board's 19-gigabyte storage area. Subscribers had called in regularly from the U.S., as well as countries including Canada, Luxembourg, France, Germany, Finland, the Netherlands, Spain, Sweden and the U.K.

Illegal copies of entertainment software found on the bulletin board included *Quest for Glory III* (Sierra On-Line), *Falcon 3.0* (Spectrum HoloByte), *Inspector Gadget* (Azeroth) and *Spellcasting 301* (Legend).

Mario Bros. Movie Set for Release on May 28, 1993

Bob Hoskins and John Leguizamo will appear on nearly 2,000 movie screens nationwide as Mario and Luigi in Hollywood Pictures' *Super Mario Bros.* The movie chronicles the invasion of a parallel universe ruled by evolved dinosaurs into Brooklyn, New York.

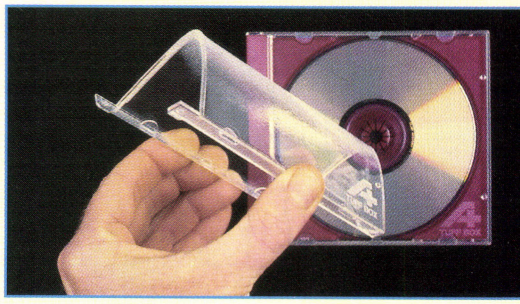
Dennis Hopper stars as King Koopa of Dinohattan, and Fiona Shaw appears as his plotting mistress, Lena.



Advantage Plus Releases Tuff Box

Responding to the problems of easily destroyed CD cases and the new, unwieldy (but environmentally friendly) jewel boxes, Advantage Plus has released the Tuff Box.

The Tuff Box is made of highly bendable plastic that will not break under normal, or even relatively rough, circumstances. (At VG&CE, we were finally able to destroy one by inserting it in between a door and the door frame.) The Tuff Box costs $5 for a set of three, and may be ordered by contacting Advantage Plus at (919) 362-8212.



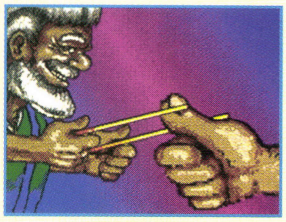
Interplay Acquires Long-Term Star Trek License

Interplay has signed an eight-year multiplatform agreement with Paramount Pictures to exclusively develop *Star Trek* games for the IBM PC, Macintosh, CD-ROM and cartridge platforms.

The first product to be released under this agreement will be a CD-ROM version of *Star Trek: 25th Anniversary*, which will be released in the third quarter of 1993.

Dr. T's Sing-A-Long Hits Windows, CD-ROM

Fans of *Row, Row, Row Your Boat*, *Down by the Station*, *This Old Man* and other children's favorites can now enjoy *Dr. T's Sing-A-Long* for *Windows 3.1*. This animated program features a special sound mixer, large buttons for easy use and instructions on hooking up a tape recorder to make a karaoke machine. The CD-ROM version will feature complete versions of all songs with and without vocals.



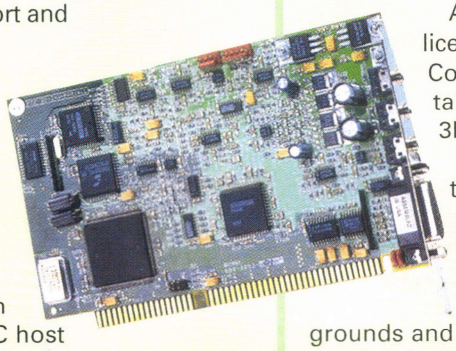


Lightwave Technologies Exploits the Silent Zone

Lightwave Technologies has released Silent Zone, a cordless headset which will work with all video-game systems.

Silent Zone transmits sound up to 20 feet away from the console and will also work with CD players, VCRs and other audio equipment. The headsets also have a built-in FM receiver. Silent Zone requires four AAA batteries and retails for $34.99.

Logitech Releases SoundMan 16



Featuring compact disc-quality, 20-voice MIDI Support and 16-bit audio digital playback, Logitech's SoundMan 16 IBM PC sound board has been released for a suggested retail price of $289.

The SoundMan 16 requires a PC host with a 386sx processor or better and DOS version 3.3 or later. For more information about the SoundMan call (800) 231-7717.

Street Fighter II Licensing Blitz Begins

Capcom has issued a list of the first wave of *Street Fighter II* licensees and their products. Key licensees include Ace Novelty (plush toys), Fruit of the Loom (boys' underwear), Hasbro (action figures, vehicles and playsets), Tiger Electronics (electronic handheld games, wristwatch games and tabletop games) and Topps (trading cards and stickers).

Sound Blaster Book Released

Osborne/McGraw-Hill has released *Sound Blaster: The Official Book*, a guide covering all of Creative Labs' Sound Blaster products, including the new Sound Blaster Multimedia Upgrade Kit.

Endorsed by Creative Labs, *Sound Blaster: The Official Book* contains tips on solving various joystick, volume and interrupt problems, as well as a floppy disk with utilities such as *Sputmon* and *Blaster Master*.

Activision Brings Zork to 3DO

Activision Inc. has signed a licensing agreement with 3DO Co. making it the latest entertainment firm to sign on as a 3DO developer.

Activision's first release for the 3DO interactive multiplayer will be *Return to Zork*. The game will feature professional actors set against computer generated backgrounds and is expected to be released first for the IBM PC later this year.

Shareware Volume for Macintosh Published

Ventana Press has announced the release of *Mac Arcade*, a book of information on author Don Rittner's favorite shareware games for the Macintosh.

The 213-page volume contains ordering information, biographies of the game designers and hints and tricks for 40 games. In addition, Rittner's top 10 picks are included on disk along with the book. *Mac Arcade* retails for $27.95.



VG&CE REPLAY

MAY 1981: Fourteen-year-old Mark Manzo of East Eddington, Maine, plays *Asteroids* on one quarter for over 29 hours at Murphy's General Store. Manzo was inspired to do the stunt after seeing a television show that featured someone who scored 14 million points on the game. After beating that record, the eighth-grader said, "I'm dead tired."

MAY 1984: Nolan Bushnell returns to Atari. The electronic gaming pioneer reached an agreement with the company he founded to design games and feature them in Bushnell's Chuck E. Cheese Pizza Time Theater restaurant chain. With the announcement, Pizza Time Theater stock went up a point to 25 on the New York Stock Exchange. "I'm looking forward to working again with Atari," said Bushnell.

MAY 1984: *Working Mother's Dilemma* is released, a computer game geared toward women. The player cleans the house; handles boiling pots, a crying baby and ringing phone; runs errands around town; and must find her vehicle in a mall parking lot. A critic comments on the stereotypes. Worse still, the game is only available for the Timex Sinclair—due to its low cost and ease of use—because "women are intimidated by computers...," explains a company rep behind *Dilemma*. File under "Bad Ideas," subheading "Patronizing."

MAY 1988: Nolan Bushnell returns to Atari: The electronic-gaming pioneer reached an agreement with Atari Corp. to develop games for the company he founded. Bushnell had created two other companies upon selling Atari to Warner Communications in 1976—one of which had declared bankruptcy, the Chuck E. Cheese Pizza Time Theater restaurant chain. "More fun and games," indicated Atari Corp., regarding his return.

—Howard Wen

4. *The Majors: Pro Basketball* by Sega
5. *Chakan: The Forever Man* by Sega
6. *Lemmings* by Sega
7. *Prince of Persia* by Domark
8. *Defenders of Oasis* by Sega
9. *Super Space Invaders* by Domark
10. *Chuck Rock* by Sega

Top Computer Games for December 1992

The list of top-selling computer software was compiled by PC Research of Washington, D.C., based on sales data received from Babbage's, Electronics Boutique, Software Etc. and Waldensoftware.

Top 10 IBM PC Games

1. *King's Quest VI* by Sierra On-Line
2. *Front Page Sports: Football* by Sierra On-Line
3. *Commanche: Maximum Overkill* by NovaLogic
4. *Wing Commander* by Origin
5. *SimCity* by Maxis
6. *F-15 Strike Eagle III* by MicroProse
7. *Monopoly* by Virgin
8. *Microsoft Flight Simulator* by Microsoft
9. *Aces of the Pacific* by Sierra On-Line
10. *LINKS 386 Pro* by Access

Top 5 Amiga Games

1. *686 Attack Sub* by Electronic Arts
2. *Civilization* by MicroProse
3. *Eye of the Beholder* by Strategic Simulations Inc.
4. *Operation Combat* by Merit
5. *AD&D: Gateway to the Savage Frontier* by Strategic Simulations Inc.

Top 5 Macintosh Games

1. *Prince of Persia* by Brøderbund
2. *Lemmings* by Psygnosis
3. *SimCity Supreme* by Maxis
4. *Microsoft Flight Simulator* by Microsoft
5. *Award Winners: King's Quest V & Red Baron* by Sierra On-Line

Top 10 IBM PC Education Games

1. *Where in the World Is Carmen Sandiego?* by Brøderbund
2. *Where in the U.S.A. Is Carmen Sandiego?* by Brøderbund
3. *New Math Blaster Plus* by Davidson
4. *Oregon Trail* by MECC
5. *Kid Pix* by Brøderbund
6. *Where in Time Is Carmen Sandiego?* by Brøderbund
7. *Playroom* by Brøderbund
8. *Mavis Beacon Teaches Typing* by Software Toolworks
9. *Reader Rabbit 2* by The Learning Company
10. *Mario Teaches Typing* by Interplay

Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint is.

Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper and send them to: **VG&CE**, *Attn:* **Easter Egg Hunt**, *9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. The author of each new tip we use will receive $10. Write neatly, and be sure to include your name and complete address!*

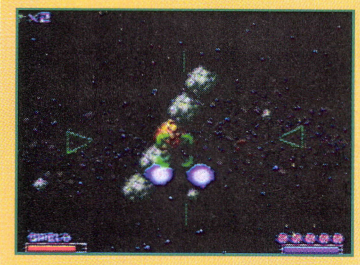
EASTER EGG HUNT

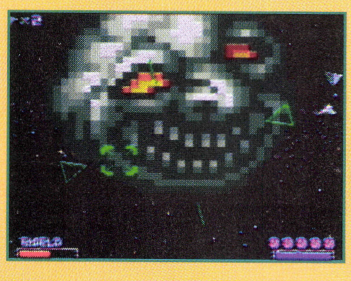
BY
CHRIS BIENIEK

Here we come with another great batch of topnotch cheats, tricks and codes. Fans of Nintendo's new **Star Fox** *will love our tips on how to access the two "secret stages" in this hot shooter. We've also got exclusive Game Genie codes directly from Galoob, including cheats for* **Sonic the Hedgehog 2** *and* **Super Star Wars**. *Turbo fans will find valuable Easter eggs for the latest TTI games, and be on the lookout for a great* **Taz-Mania** *code for the Genesis!*

Star Fox

(NINTENDO FOR THE SUPER NES)



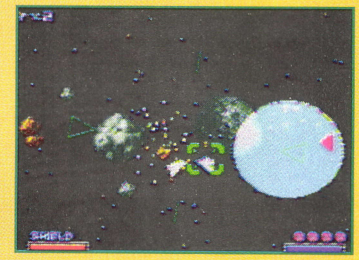


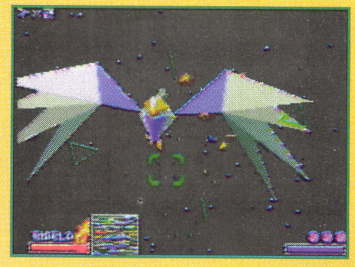


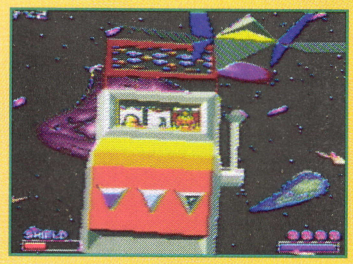
If you've been wondering how to find the two "secret stages" in Nintendo's Super FX debut, here's some great news for you. First, we've discovered how to reach the "Black Hole" that appears on the map screen. To get there, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature—approximately halfway through this stage—you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was—it's easier to do with precision if you fly right up to it and wait until the last minute before you shoot. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like you did with the first one.

If you've done this correctly, a "laughing asteroid" will appear (like the ones that float in Stage 2 of the "Level 3" game). Fly into the "laughing asteroid" and you'll be sent to the mysterious "Black Hole," a bonus stage that's loaded with power-ups and warp rings that can transport you to Level 1—Venom; Level 2—Sector Y; or Level 3—Sector Z!

Better yet, there's another incredible "secret stage" that doesn't appear on the map screen. Called "Out of This Dimension," you can enter it by playing the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two gigantic asteroids with craters visible on their surfaces, first on the left, then on the right. Shoot the asteroid on the right (you may need to use a smart bomb on it before you pass it up) and it will explode. Moments later, a giant bird will appear.







If you can fly into the bird (aim for its neck; you'll have a better chance of hitting it), then you'll be sent to a weird nebula that will appear on the lower right side of the map. You've never seen anything like this bizarre stage before! At the end, you'll face a huge slot-machine boss; shoot at the "arm" for a chance to win coin power-ups or enemy fire. Pull three "7s" and the game ends...or does it?

Please note that these tricks worked at press time on the official Japanese version of *Star Fox* and are expected to be included in the U.S. final.

Taz-Mania

(SEGA FOR THE GENESIS)



If you have two controllers for your Genesis—and enough fingers to hold a bunch of buttons down—then we've got a great Easter egg that will bring this challenging game to its knees! At the *Taz-Mania* title screen, hold down the A, B and C buttons on *both controllers* while pressing **START** on Controller 1. You should hear a chime to signify that the cheat code is in place.

Start the game, and you'll be able to take advantage of several tricks by pressing **START** during the action. Press A while the game is paused, and your health meter will be refilled when you unpause. Pressing B while the game is paused gives you partial invincibility; that is, your enemies can't hurt you, but you can still be killed by certain falls or spiked objects.

Press C while paused, and you'll see your X and Y coordinates on the screen. You'll also see the number of the current stage, which can be changed by pressing Left or Right on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press **START**. Special thanks to Dean Sitton of San Mateo, California, for sharing this valuable trick.



Super Mario Land 2 Six Golden Coins

(NINTENDO FOR THE GAME BOY)

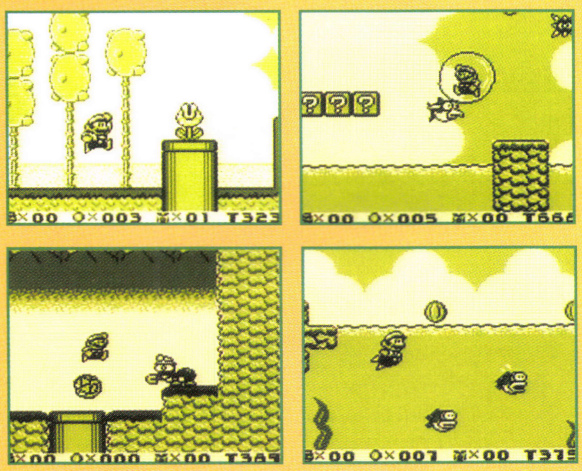
Turn on your Game Boy and watch the demo in *Super Mario Land 2*—you'll see silent previews of the Gate Zone, the Space Zone, the Turtle Zone and the Macro Zone. Our contacts have discovered a way to control Mario during the demo scenes; just be aware that these "sneak previews" have no sound and will freeze when you reach a certain point in each area.

Gate Zone: Hold Up on the control pad while pressing **SELECT** at the title screen.

Space Zone: Hold Up and button A while pressing **SELECT** at the title screen.

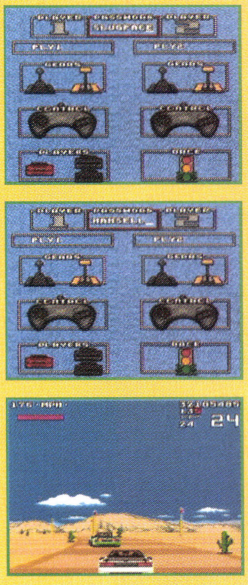
Turtle Zone: Hold Up and button B while pressing **SELECT** at the title screen.

Macro Zone: Hold Up, button A and button B while pressing **SELECT** at the title screen.



Lotus Turbo Challenge

(ELECTRONIC ARTS FOR THE GENESIS)



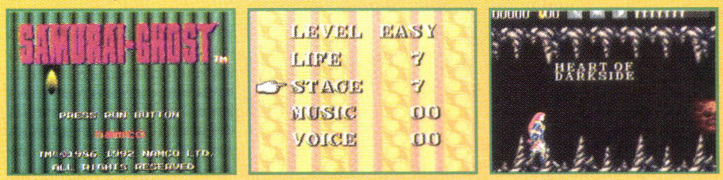
If you enter "MANSELL" as your password in this challenging racing game, you'll be able to breeze through the entire circuit without even qualifying for each successive race! Even if you crash into a tree and simply allow the timer to run out, you'll always advance to the next stage.

For those who don't want to spoil the game completely, the password "SLUGPACE" will give you a super-powered Lotus that can zip from zero to 60 m.p.h. in about two seconds—this sucker has a top speed of 176 m.p.h.!

Samurai-Ghost

(TTI FOR THE TURBOGRAFX-16/TURBO DUO)

To access a complete configuration menu with stage-select and sound test options in *Samurai-Ghost*, press Up, Left, Down, Right, II and I at the title screen.



continued on page 24

MEANER BOSSES THA



LIKE ANY OTHER BOSS, THEIR JOB IS TO MAKE YOUR LIFE MISERABLE. BUT IN LORDS OF THUNDER, EXCLUSIVELY FOR THE DUO, THESE SEVEN GRAPHICALLY ENHANCED CD BOSSES WON'T CARE IF YOU'RE SICK OR LATE. ALL THEY CARE ABOUT IS BLOWING YOU AWAY. WITH FIREBALLS. AND FLAMES. AND DEATH RAYS.

BUT YOU CAN STILL DO THE JOB, BECAUSE YOU HAVE THE RIGHT QUALIFICATIONS. LIKE EIGHT VARIATIONS OF OFFENSIVE ARMOR. NOT TO MENTION THE BEST CONTROL AND RESPONSE TIME OF ANY GAME ON THE MARKET.

READ THE REVIEWS. SEE WHY **EGM'S** EDITORS GAVE IT A GOLD AWARD. AND WHY **GAMEPRO** GAVE IT A PERFECT RATING. THEN YOU'LL SEE WHY PEOPLE WOULD KILL FOR THIS JOB. BESIDES, WHEN YOU HAVE BOSSES LIKE THESE, DEATH IS AN OCCUPATIONAL HAZARD.

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N AT YOUR LAST JOB.



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LEADING THE CD REVOLUTION.

CIRCLE #108 ON READER SERVICE CARD.

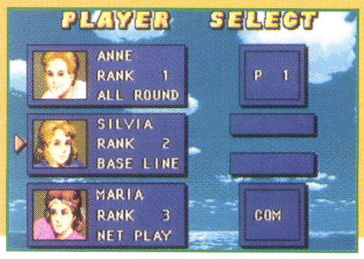
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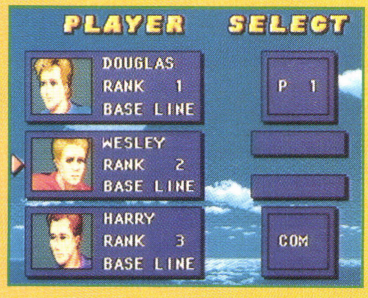
Jennifer Capriati Tennis

(RENOVATION FOR THE GENESIS)

Tired of taking on the same old players in *Jennifer Capriati Tennis*? Here's a password that will allow you to choose from an all-new lineup of 24 tennis champs, 12 women and 12 men. The password is "GRAND.SLAM"—please note that you must enter a period between the two words and fill up the rest of the password with periods. (See the accompanying screen shot for the correct password entry.)





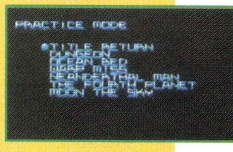


Time Cruise

TTI FOR THE TURBOGRAFX-16/TURBO DUO)

Ordinarily, the "Practice" option in this over-the-top pinball game only allows you to play two of the "Bonus Chance Stages." But if you press Up, Up, Down, Down, II, II, Right and **SELECT** while the "Practice Mode" menu is on the screen, you'll gain access to *all* of the game's hidden bonus stages.

Of course, you won't need much practice if you use this next trick, which should be executed at the "Option Mode" menu screen. Press Up, Right, Down, Left, Up, Right, Down, Left, II, II, II, II, **SELECT**, **SELECT**, and a new menu item, "90,000,000 Start" will appear. Move the cursor down and turn this option on by pressing the I button, and you'll be able to start the game with (you guessed it) 90,000,000 points!

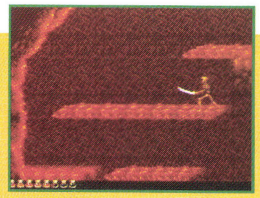


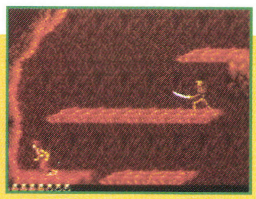




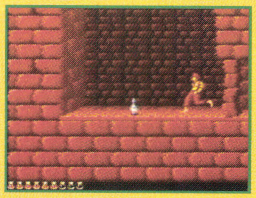
Prince of Persia

(KONAMI FOR THE SUPER NES)

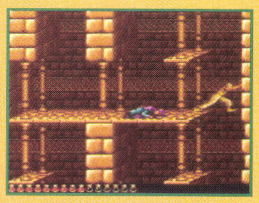


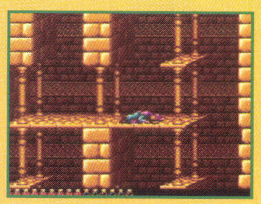


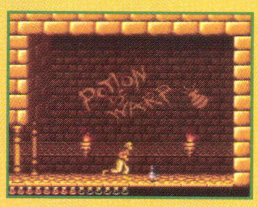
VG&CE's own Zach Meston told us about three secret rooms that he discovered in the SNES version of the Brøderbund classic. The first one is in Level 10 (Password: 4+LHRFR). Go two rooms to the right, then three rooms up. You'll be in a room with a skeleton on a ledge in the middle of the screen. If you go to the lower left corner of the room, face the wall and press and hold Up, you'll grab a hidden ledge. Run left and you'll enter a hidden room with a Cure-All potion inside.



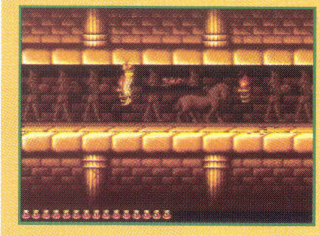
The next one's a bit tricky; it's in Level 16 (Password: H6KKT6V). Go three rooms to the right, then go up two rooms. (You won't be able to go directly to this room, but you should be able to figure out how to get there.) There will be a guard on a platform in the middle of the screen; defeat the guard, and jump off the right side of the platform. As you're falling down the right wall, press and hold the X button, and you'll grab a hidden ledge at the very top of the screen in the room below. Continue to hold X while you press Up to climb back into the room where you killed the guard—your character will be hidden behind the wall during this entire procedure. Run to the right, and you'll enter the second hidden room. There's a Teleporter potion here that will send you to a point that's closer to the end of Level 16.

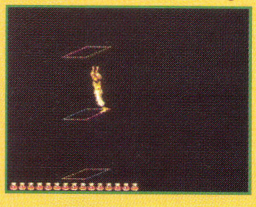


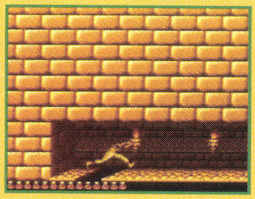


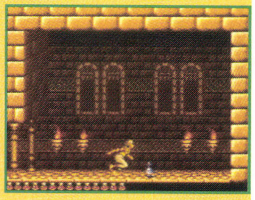


Finally, there's a spot that's two rooms to the left of the entrance to Level 17 (Password: QJ7Q2YV) where you'll see a small crack in the stone ceiling. Face left and jump through the cracked block to find a hidden ledge. Keep pressing Up to climb up through a strange, dark room with lighted platforms. When you emerge on the other side of the dark room, move to the right and you'll find the third hidden room—this one has a Healing potion inside.









continued on page 26



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V

continued from page 24

Sonic the Hedgehog 2

(SEGA FOR THE GENESIS)

In our April issue, we told you about the now-famous *Sonic 2* stage-select code. (If you missed it, here's a recap: Go to the "Options" menu and listen to sound 19, sound 65, sound 9 and sound 17—you must press C to listen to each sound in this order. You'll hear a chime; then, return to the title screen and hold A while pressing **START** to get to the stage-select menu.)

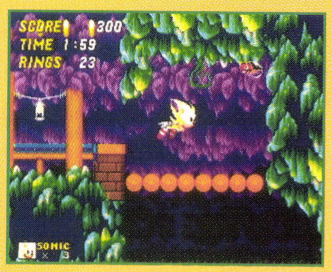
Here's an additional cheat that only works when the stage-select code is in place. At the stage-select menu, highlight the "Sound Test" option and listen to sound 4, sound 1, sound 2 and sound 6—again, you must press C to listen to each sound in this order. You'll hear a six-note jingle when you complete the code—which fans of the game will recognize, because it's the same jingle that plays when you earn a Chaos Emerald in any of the game's special stages.

Next, start the game by highlighting any of the stages shown on the stage-select menu. Though the effects of the new code will not be immediately apparent, you'll soon realize that you have automatically earned *all* of the Chaos Emeralds! For proof, choose the Special Stage from the stage-select menu and purposely fail to earn a Chaos Emerald; you'll be told that "Sonic has all the Chaos Emeralds."

If you've earned the Chaos Emeralds the hard way, you've probably witnessed the incredible, undocumented bonus that only appears when you grab 50 rings after earning all of the Chaos Emeralds. The secret code described above gives you access to the same bonus: Grab 50 rings in any stage with the code in place, then jump into the air and you'll change into Super Sonic, who can fly above the ground, jump higher and is completely invulnerable to damage from his enemies. Your ring total will count down as Super Sonic zips around the screen, so try to reach the end of the stage before the effects begin to wear off.







GAME GENIE CODES

Super Star Wars

(JVC/LUCASARTS FOR THE SUPER NES)

For use with Galoob's Super NES-compatible Game Genie Video Game Enhancer

C232-14D4 + CB6C-3767—Infinite lives

DDB0-C767—Begin the game with the light saber

553A-1764—Blaster power-ups remain after dying



GAME GENIE CODES

Sonic the Hedgehog 2

(SEGA FOR THE GENESIS)

For use with Galoob's Genesis-compatible Game Genie Video Game Enhancer

Note: There are two versions of *Sonic the Hedgehog 2* for the Genesis. If the first code shown doesn't work on your copy of the game, then try the second.



ACZT-CACA or ACZT-CACN—Don't need Chaos Emeralds to become Super Sonic (but you will still need the 50 rings)

AGZT-CACJ or AGZT-CACY—Need one ring to become Super Sonic (in addition to seven Chaos Emeralds, or use with code shown above)

SBJA-HAWR or SBJA-HAV8—Each ring collected by "Tails" is worth eight rings in special stages (the counter doesn't show the extra rings, but you do get them)

GAME GENIE CODES

The Flash

(T•HQ FOR THE GAME BOY)

For use with Galoob's Game Boy-compatible Game Genie Video Game Enhancer

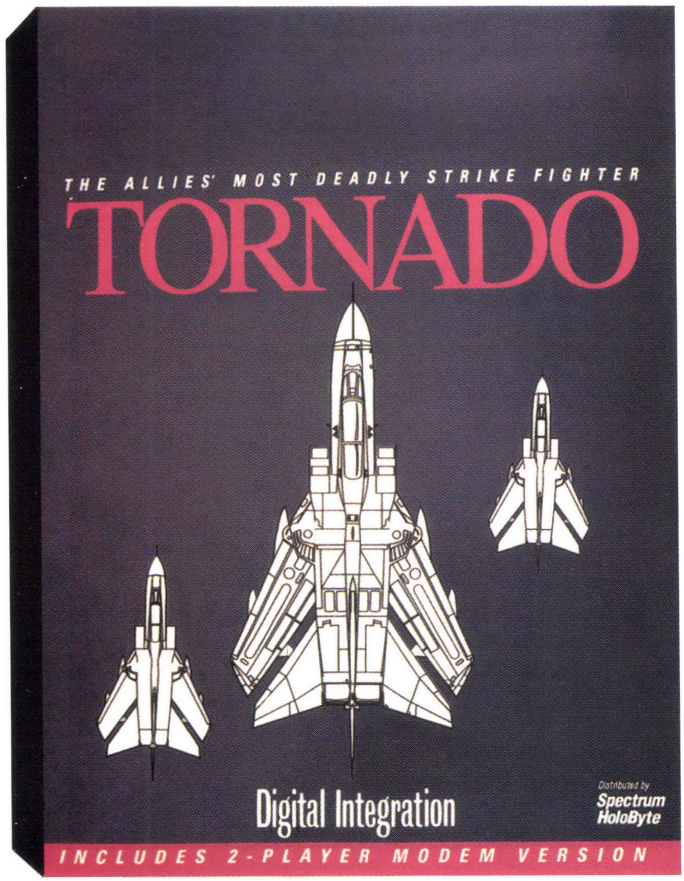
003-A8F-E69—Infinite lives

00A-85F-E6D—Infinite energy (except against exploding bombs)

00D-B6C-3BE—Infinite time (switch off at the end of each stage to advance)

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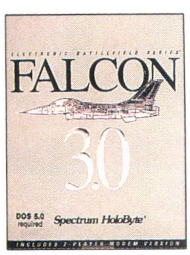
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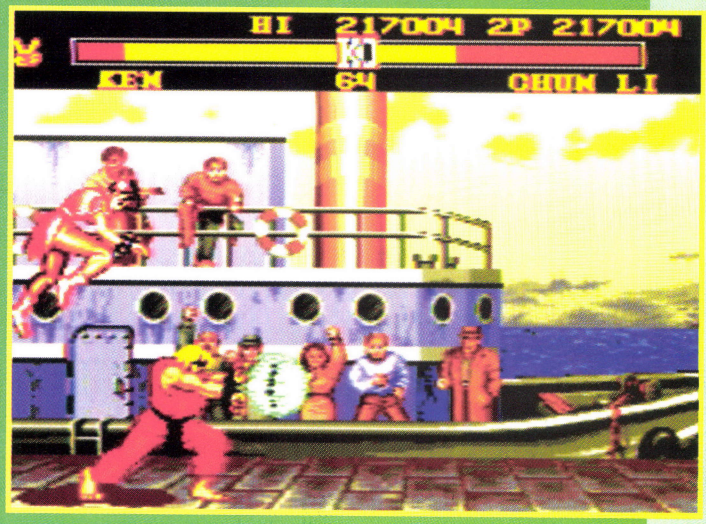
FIRST LOOK

BY CHRIS BIENIEK









Street Fighter II Champion Edition

CAPCOM

For the Sega Genesis

AVAILABLE: JUNE



Okay, faithful readers, you can exhale now. After months of speculation and wild rumors, we just received the official word from Capcom: The arcade powerhouse is finally coming to the Genesis as a 16-megabit cartridge. With a retail price that's expected to fall in the $75 to $80 range, *Street Fighter II Champion Edition* is Capcom's first Genesis release. (Earlier conversions of games like *Forgotten Worlds* and *Strider* were handled by Sega directly.)

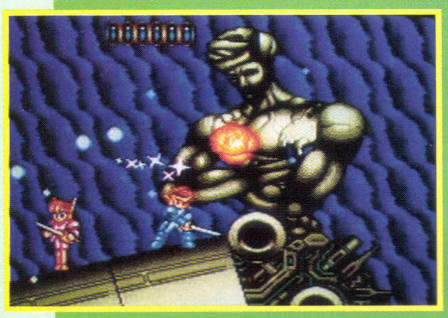
Described by one source as an "exact translation of the arcade version," the Genesis cartridge includes at least one new attack for each character. Players can compete against the same character in a two-player game...and, yes, you will be able to play as any of the four boss characters: Balrog, Vega, Sagat and M. Bison. No word yet on the possibility of a six-button controller for the game, but we'll keep you posted in future issues as more details become available.

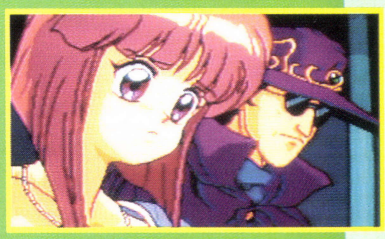
Shockman 2

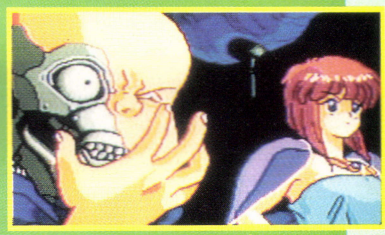
TTI

For the TurboGrafx-16/Turbo Duo

AVAILABLE: AUGUST

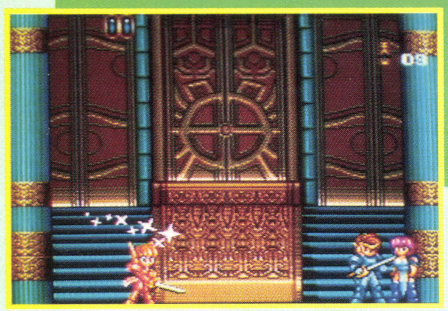






The title of this CD-ROM adventure is still tentative, and it's easy to understand why! This is the third chapter in the Japanese series known as *Syubibinman* (or *Overhauled Man*), but, since *Syubibinman 2* was released here as *Shockman*, this new installment has been referred to in early reports as *Shockman 2*, which is likely to change before the American release. Get it?

Regardless of the final title, this is a colorful run-and-jump contest with lots of intermissions, huge boss characters and a two-player cooperative mode. Working Designs is expected to oversee the translation for TTI, as well as the recording of an all-new CD soundtrack in English.





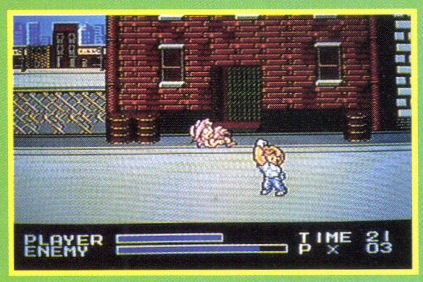


Mighty Final Fight

CAPCOM

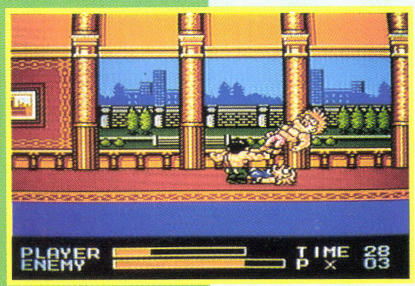
For the Nintendo Entertainment System

AVAILABLE: MAY



Do not expect this 8-bit *Final Fight* to be a direct and exact translation of the popular coin-op. It does feature the same characters (Haggar, Cody and Guy), but it's much more exaggerated and cartoony-looking than the game it's patterned after.

The fighting action is all there, though; *Mighty Final Fight* invites you to tattoo your oversized knuckles on the same kinds of punks, wrestlers and Samurai swordsmen who populated Metro City in all previous incarnations of the game.



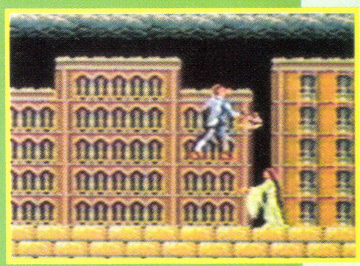


Vampire—Master of Darkness

SEGA

For the Sega Game Gear

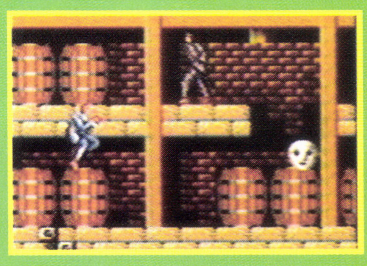
AVAILABLE: JUNE





This side-scrolling action game allows Game Gear owners to kill two birds with one stone (or stake, as the case may be). You'll start by traveling through Europe on a quest to destroy the murderous Jack the Ripper; then, it's on to Transylvania to face Count Dracula in a duel to the death.

No subtle game, *Vampire—Master of Darkness* gives you plenty of helpful hardware to use. Swords, axes, boomerangs, pistols and bombs are among the weapons you will use to fight through the game's 13 stages.



Run Saber

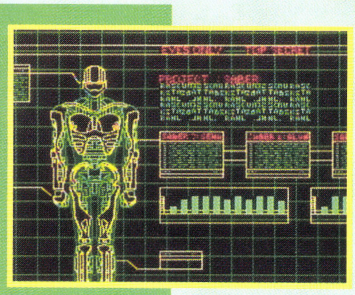
ATLUS

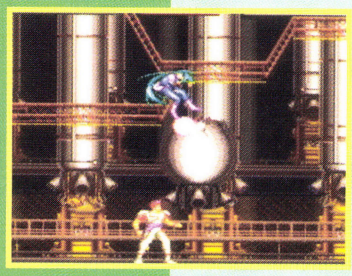
For the Super NES

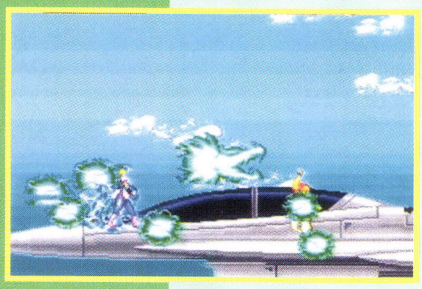
AVAILABLE: JUNE

It's hard to comment on *Run Saber* without mentioning the game's similarity to Sega's *Strider* cart for the Genesis—the character animation, slashing weaponry and sloping landscapes are all strongly reminiscent of that ground-breaking adventure.

Fortunately for Super NES owners, there's a lot more to feast your eyes on in *Run Saber*, including a dramatic boss battle in which your character must cling to a flying plane as it rotates a full 360 degrees—a real trip for Mode 7 fans. A two-player cooperative mode is also included.









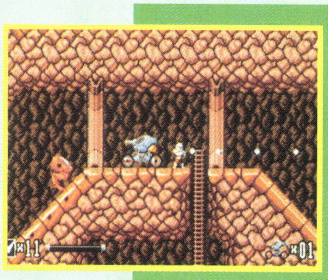


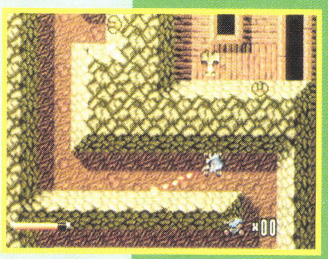
Blaster Master 2

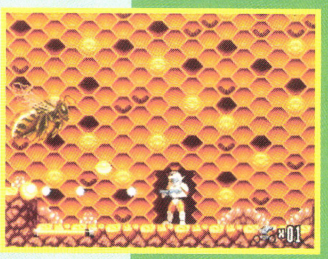
SUNSOFT

For the Sega Genesis

AVAILABLE: NOW

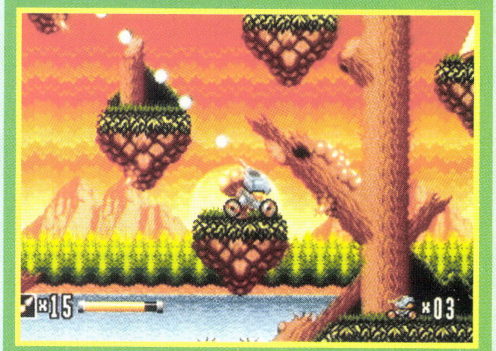






More faithful than the Game Boy sequel (*Blaster Master Boy*), the 16-bit *Blaster Master 2* gives Genesis owners a chance to relive the original NES classic—which, faithful readers will remember, was featured on the cover of the very first issue of VG&CE back in 1988.

Picking up where the original left off, you'll help Jason steer his rebuilt SOPHIA vehicle through eight shoot-'em-up levels that alternate between three different perspectives: a small side-view, a large side-view and an overhead view.



Star Trek: The Next Generation

ABSOLUTE

For the Nintendo Game Boy

AVAILABLE: MAY





Not much is known about this portable version of *Star Trek: The Next Generation*; we're still trying to sort out the reasons why so many different game companies have been able to get a piece of this extremely valuable license.

Needless to say, Absolute intends to make the most of its contribution to the *Star Trek*/video-game connection, and it offered us these early screen shots of *ST: TNG* for the Game Boy as proof.



Pirates! Gold

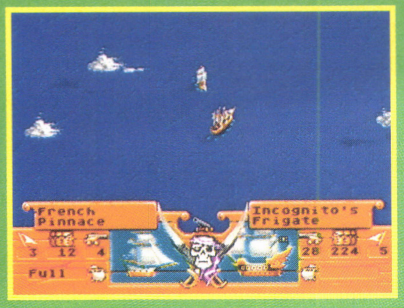
MICROPROSE

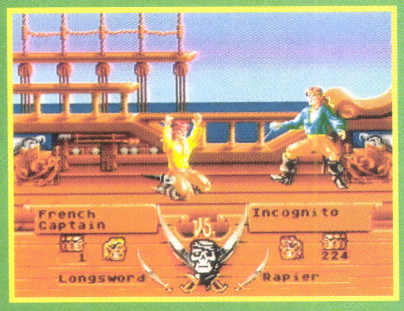
For the Sega Genesis

AVAILABLE: JULY





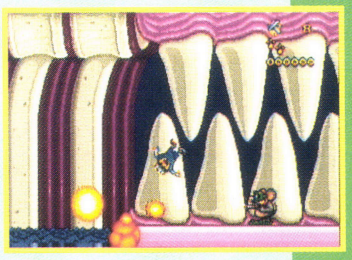


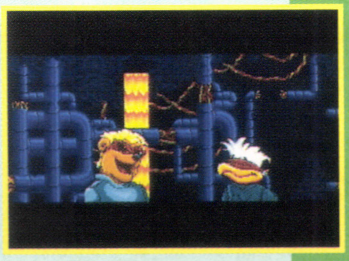


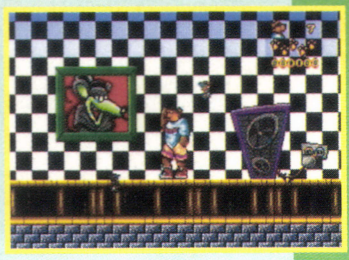
An ambitious conversion of the popular computer title, *Pirates! Gold* allows would-be swashbucklers to storm the high seas as a scurvy dog from any of a number of relevant time periods. If you're not interested in starting a new career, matey, you can command the famous expeditions of Francis Drake, Piet Heyn or other eyepatch-wearing historical figures.

In addition to the strategy involved in plotting courses, rationing food and divvying up plundered goods, *Pirates! Gold* also includes top-view navigation and cannon-fire battles, as well as side-view sword fight scenes.









Camp California

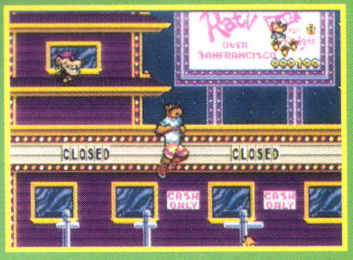
TTI

For the TurboGrafx-16/Turbo Duo

AVAILABLE: AUGUST

Developed by ICOM Simulations (*Sherlock Holmes—Consulting Detective, Road Runner's Death Valley Rally*), this action game was originally expected to be just a souped-up CD-ROM version of the lackluster *Yo' Bro* TurboChip. Fortunately for Turbo fans, *Camp California* has evolved into much more than that.

Having been upgraded to Super CD status, the game now includes animated intermissions, larger characters and real Beach Boys hits as background music straight from the spinning CD.







Goof Troop

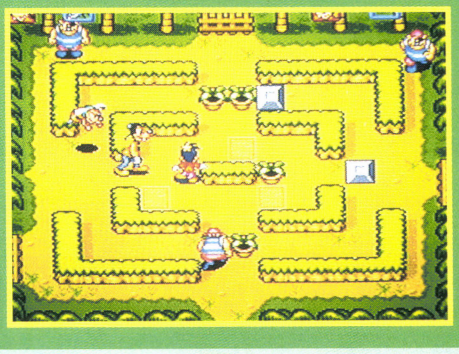
CAPCOM

For the Super NES

AVAILABLE: JUNE

A cartoony adventure that's based on the Disney TV show, *Goof Troop* brings the escapades of Goofy and Max to the Super NES as they attempt to rescue Pete from a band of greedy swashbucklers who have mistaken him for a pirate king.

With an overhead perspective displaying the action, Capcom has mentioned the nonviolent nature of *Goof Troop* as one of the reasons why the game is expected to follow the success of its previous Disney hit on the SNES, *The Magical Quest Starring Mickey Mouse.*



LANDS OF LORE™

THE THRONE OF CHAOS

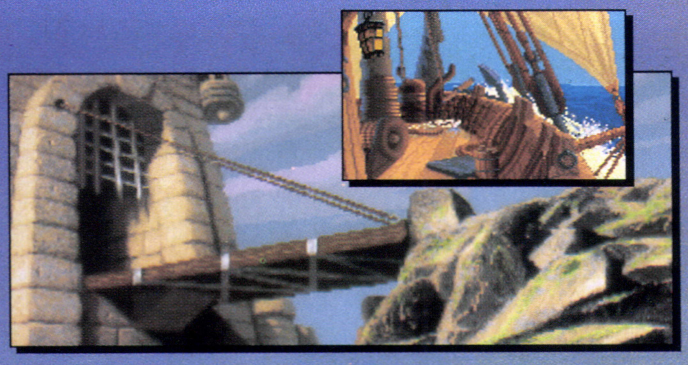


The Dark Army encroaches. King Richard falls. And Scotia beckons you, laughing...

In her mad quest for power, Scotia has ravaged the kingdom. She seeks the throne, yet it eludes her. She's getting desperate. She's getting mean.



CAN YOU STOP HER? DO YOU DARE?



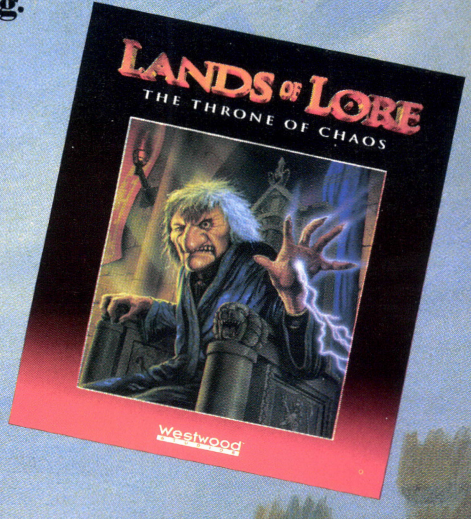
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CIRCLE #111 ON READER SERVICE CARD.

BEHIND THE SCENES

VG&CE Watches Al Michaels Announce BRETT HULL HOCKEY

We've said it time and time again: The electronic games are getting more realistic. Less than 20 years ago, we were perfectly content playing *Pong* and other tennis games on our TVs, and about ten years ago we were playing blocky sports games on a 2600 or Intellivision. Now, we're going head-to-head with statistically correct electronic athletics using realistic, digitized characters.

Following this trend of more, comes Radical Entertainment's *Al Michaels Announces Brett Hull Hockey* (*AMABHH*), the current "working" title of the game being developed for Accolade. The high-speed hockey contest has a September release date and 16-meg configuration for the Genesis and SNES, and an early 1994 release scheduled for the IBM PC. A key to *AMABHH* is something that Accolade has been using to further boost the realism in its sports games since *Hardball III*: the smooth play-by-play of Al Michaels. Recently, at Accolade's invitation, VG&CE associate editor Mike Davila and I had a chance to sit in on the *Brett Hull* recording session with Michaels.

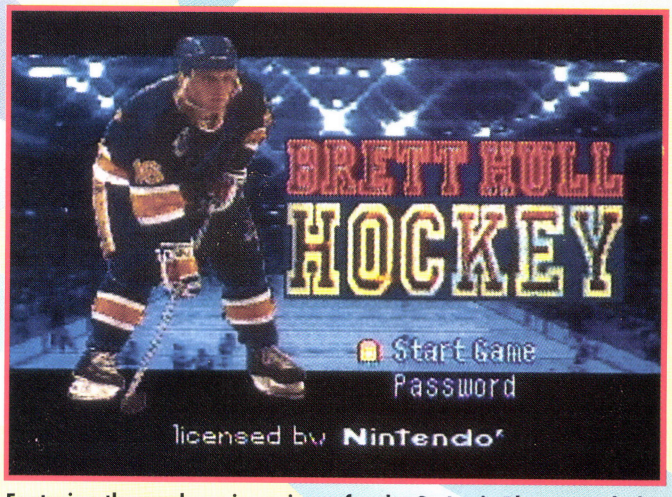
"Good Evening and Welcome to *Brett Hull Hockey*. I'm Al Michaels..."

It was a rainy day when we visited 4th Street Recording Studio in Santa Monica, California. When we arrived, things were just being prepared for the session, but it was obvious that this had taken place before. Not only had Michaels done his previous Accolade software play-by-plays (for the commentary on the PC version of *Hardball III*, which was also used on the Genesis version) at 4th Street, but also his *Al Michaels Sports Quiz* for radio, so he was more than comfortable with the studio and its end result.

In attendance were Melinda Mongelluzzo from Accolade's PR department; Daniel Jeung, product marketing manager; Robert Daly, the game's producer; Ralph Giuffre, VP of marketing and sales with Jack Nicklaus Productions (formerly with Accolade and Disney Software); Michaels; and Terry Wilson, the studio's recording engineer. Once everyone was introduced, we all sat back in the control room to watch the master ply his trade.

Producer Daly went over the script with Michaels, so that little time would be wasted. First up were the elements of the game's intro, which would be tailored to the particular teams the player has chosen.

"Good evening and welcome to *Brett Hull Hockey*. I'm Al Michaels. Tonight, we'll see Pittsburgh going up against Vancouver for what should be an interesting game. The Edmonton defense is a little weak, but they make up for it with very strong goaltending. San Jose has been very strong in the offense department, and have excellent depth in the areas of both defense and offense. Quebec has shown a marked improvement in their shooting skills of late, an area in which Boston is still lacking. This'll be the first chance this season for New York to go up against the ultimate offensive weapon, Brett Hull."



Featuring the goal-scoring winger for the St. Louis Blues, Accolade has a great license behind its upcoming *Brett Hull Hockey* game.

BY ANDY EDDY

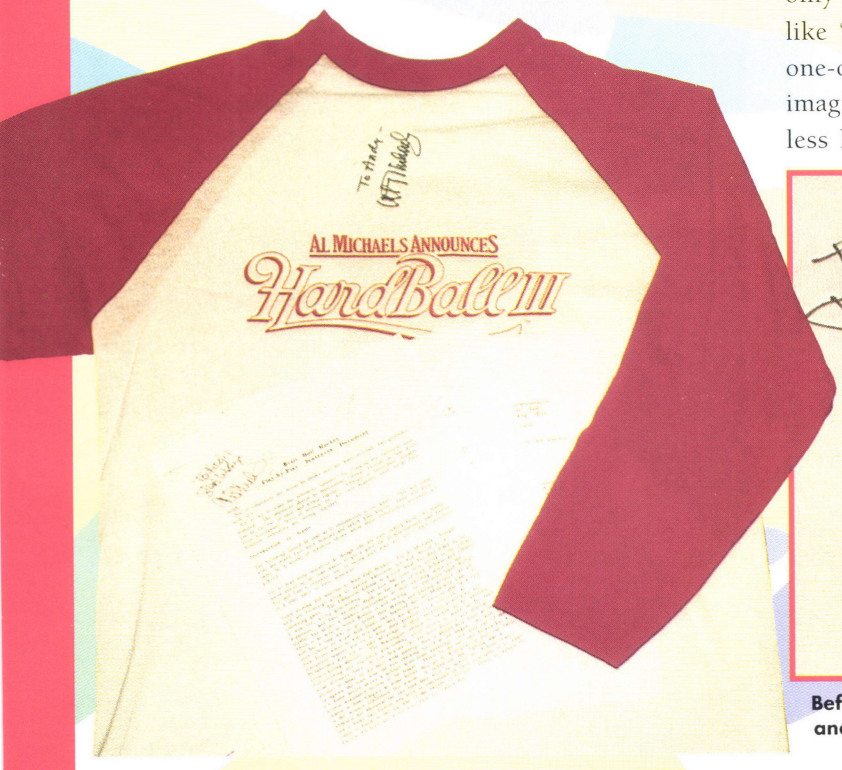
Following the intro section, Michaels recited the tedious parts, the individual segments that make up a hockey play-by-play. This section of the script, which will be pieced together by the game software as the action takes place on-screen, consisted of common hockey-commentator phrases: The section labeled "Downtime" had such filler text as "Vancouver has the edge in shots on net, 82 to 78" and "The Edmonton power play is five for six at the end of the second period," while the phrase-grouping named "Shots" contained things like "dumps it into the red zone" and "number 19 keeps it in at the blue line (EOS)." The "EOS" at various points in the dialogue stands for "End of Sentence," and is very important in seamless and realistic commentary. If Michaels should drop his voice at the end of a phrase, as you normally do when you hit a period in the sentence, it wouldn't be as smooth when the software tacks two phrases together. An EOS gives Michaels—and the game's programmers—the assurance that nothing will be tacked on to the end of that segment and will sound natural.

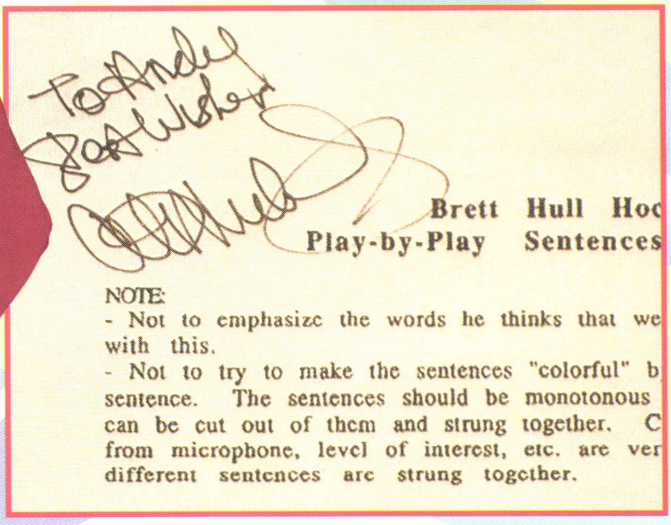


A post-session photo: From left to right, Robert Daly, producer of *Brett Hull Hockey*; Daniel Jeung, Accolade product marketing manager; Melinda Mongelluzzo with Accolade public relations; Al Michaels; Ralph Giuffre, VP of marketing and sales at Jack Nicklaus Productions; and VG&CE Executive Editor Andy Eddy.

"...And He Scores!"

This process continued for about an hour or so, with very few glitches. To embellish the dialogue, nearly every possible mixture of text was given to Michaels to say. Not only the standard "He's got a breakaway," but variations like "He's in all alone," "It's a one-on-one" and "...goes one-on-one" make for a lack of repetitive patter. You can imagine that it took the game producers awhile—countless hours of listening to real play-by-play and logging



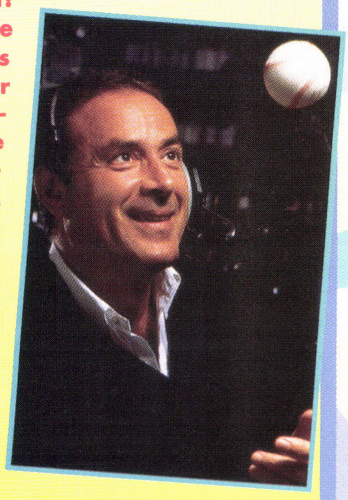


Before leaving the recording studio, Michaels signed some shirts and copies of the *Brett Hull Hockey* script for posterity.

THE MAN & THE MICROPHONE: A Look at Al Michaels' Career

"Do you believe in miracles?! *Yes!*"

Do you remember that phrase, which Al Michaels spoke as the clock ran out on the 1980 USA Olympic Hockey team's victory over the USSR on the way to a gold medal? That ranks among the most memorable words any sports commentator has ever said—it's certainly *his* number-one memory: "There's nothing like the Olympics. You didn't need to be a hockey fan to appreciate [the hockey gold medal]," he noted. However, it's only a fraction of the events that Al Michaels has documented in his career. There is a whole series of highlights in Michaels' varied career, and not all of them on the playfield:



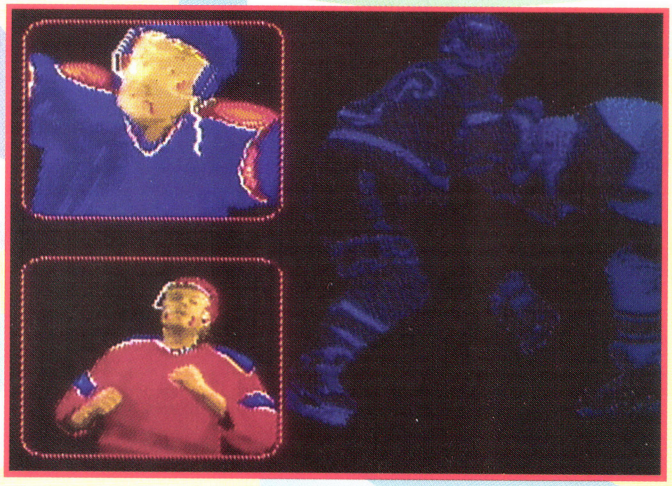
- **His career sprang to prominence during the '70s, when he was the voice of the San Francisco Giants.**
- **After that, Michaels moved to network duty at NBC. While there, he commentated the 1972 Olympic ice hockey games and other sporting events.**
- **After jumping from NBC to ABC, he announced Olympic hockey games in 1980, 1984 and 1988.**
- **He was the voice of ABC's *Monday Night Baseball* for 14 years, plus seven World Series and five All-Star Games. In 1989, he was even thrown into the news spotlight by the 7.3 earthquake that struck the Bay Area, appearing on ABC's live coverage and later on *Nightline*. This took place because Michaels was already on the scene to announce the third game of the World Series in San Francisco, and it earned him an Emmy nomination.**
- **He's won two Emmy awards for his sportscasting, and has been named "Sportscaster of the Year" twice (1983 and 1986).**
- **There's little doubt that Michaels is best known for being a member of the trio that announces ABC's *Monday Night Football*. He's been doing *MNF* since 1986.**

Is he any good at computer games? No, that's more his kids' domain, he says. "I'm not real good at them."

—A.E.

common phrases—to compile what would be considered a complete list of dialogue for Michaels to recite. As such, the script has sections for the calling of penalties, passing, shooting, body checking and injuries, as well as groupings called "Playoffs," "Excited," "Very Excited" and a full complement of jersey numbers. (Because Accolade didn't pay to license the National Hockey League teams and player rosters, everyone in the game is referred to by a







Though Michaels' commentary will spice up the action, *Brett Hull Hockey* will feature some of the most realistic and diverse sports action ever seen on game screens.

number, with the one obvious exception: Brett Hull. As well, there are no team names, but all the NHL cities are covered in the game.) Boring, maybe, but Michaels had to keep the enthusiasm and consistency in his voice throughout.

Certainly, having Al Michaels "announce" the game is only part of the task at hand. Aside from programming the actual movements of the players on-screen, each phrase on the DAT (digital audio tape) that came out of the recording session has to be turned into a digital sample that the game software can refer to during the action. While the game program—one that will compete with current releases—will be a sizable part of the 16 megs, the producer estimates the digitized audio will take up about half.

The reason for this volume of code is partially due to the resulting size of a real-sounding audio sample: One second of Michaels' chat becomes 12 kilobits (compressed) when turned into program code. The other side of the issue is how the commentary is used to make for a realistic play-by-play by giving the software a lot of phrases to choose from. For instance, if a player takes another into the boards, the software may spit out a Michaels comment like "...crunched by 39" or "An awesome hit by 39." If the check is too aggressive, you might get "...*gooned* by 39," "Two minutes to 39 for boarding" or even "He looks pretty seriously hurt. That was a *nice* hit."









Top: The script is scanned as VG&CE associate editor Mike Davila looks on.
Middle: Producer Daly discusses inflection with Michaels.
Bottom: Recording engineer Wilson makes final adjustments.

"There Is One Minute Remaining in Regulation Play..."

The script completed, Michaels asked if there was anything else he could do. Being a die-hard hockey fan, I contributed some subtle sound bites that were missed ("Shot from the point" and "Shot from the slot," for example), which brought out a whole new set of phrases from those in attendance. Before shutting down the recording session, though, before the final handshakes were doled out and memento pictures taken, before Michaels signed some scripts and *Hardball III* T-shirts for us, he said one simple thing into the microphone for posterity. It's something I hope to get from the *Brett Hull* producer and use as a startup sound on my Macintosh: "Hi Andy and Mike." After all, how many people can say that they're greeted by Al Michaels every time they turn their computer on?

FEATURE REVIEW

Star Fox

NINTENDO

For the Super NES ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC										●
GRAPHICS									●	●
PLAYABILITY								●	●	●
OVERALL									●	●

One of the most anticipated developments in recent memory is the introduction of the Super FX (SFX) chip, which adds RISC (Reduced Instruction Set Computer) power to the SNES. The main effect is an increase in calculation speed for better scaling and rotation, shading, texture mapping and polygon-fill graphics. The SFX will also make for faster and much more realistic simulations by taking some tasks off the SNES's main CPU.

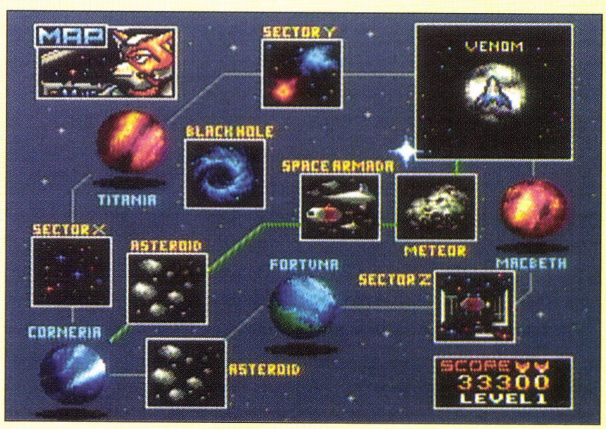
The first SNES cartridge to employ the SFX chip is *Star Fox*, a futuristic battle simulator reminiscent of *Star Wars*-type outer space combat. It brought to mind a mid-'80s computer game by England's Jez San and Argonaut Software called *Starglider*, an intense 3-D shooter that was way ahead of its time. It was no surprise after beating *Star Fox* to see San and Argonaut credited with "assisting" in its creation.

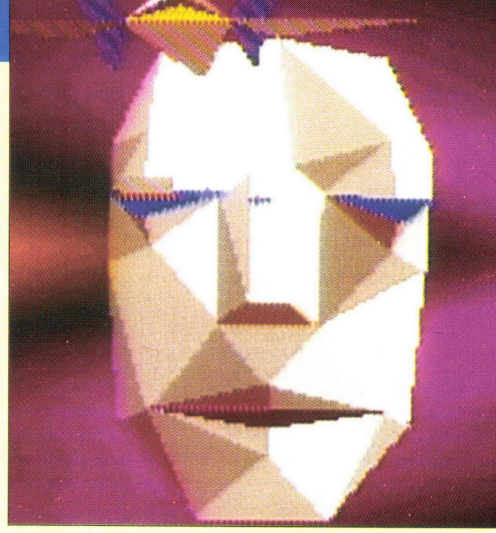
Star Fox puts you in the cockpit of a supersonic fighter plane as ace pilot Fox McCloud. Your utmost efforts are required to save the planet Corneria from Emperor Andross, who is trying to take over the Lylat solar system. With you on your mission is the Star Fox team, consisting of Peppy Hare, Slippy Toad and Falco Lombardi. (Nintendo never misses an opportunity to add cartoony elements to even the most advanced games so that it will appeal to all ages, but it doesn't get in the way of the hearty action.)

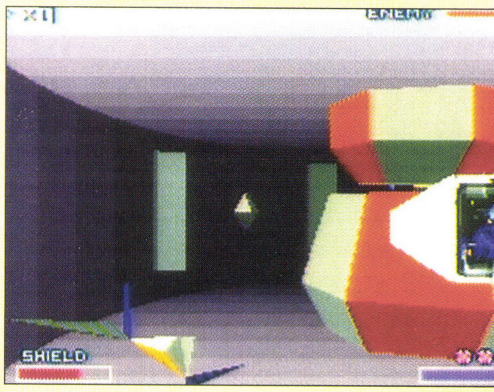
You have your choice of three "routes," or difficulty levels, to the enemy planet Venom, and you'll have your hands full on even the easiest Level 1. Along with your laser weapon, you can pick up bombs (up to five) that will slice you through the enemies and difficult end bosses. Other icons can be acquired that give you shields, twin blasters and wing repair, and you can find "supply rings" to boost your damage bar back toward full.

The benefit of the SFX chip becomes immediately apparent right from the title screen—though it's odd that *Star Fox* only uses about 85% of the screen. The 3-D perspective is pretty smooth, and the addition of combat makes it even more exciting. In some stages, you're watching your ship from just behind it; in others, you're inside the cockpit, viewing through the windshield; still others allow you to switch between the two perspectives. There are also noninteractive scenes that, though they can't be exited out of, show the cinematic capabilities of the SFX. Other visual effects, such as the Andorf end boss and the colorfully realistic backgrounds, will stun you, and the fabulous stereo sounds and music further add to the experience.

From a game-play standpoint, Nintendo has created a contest that,



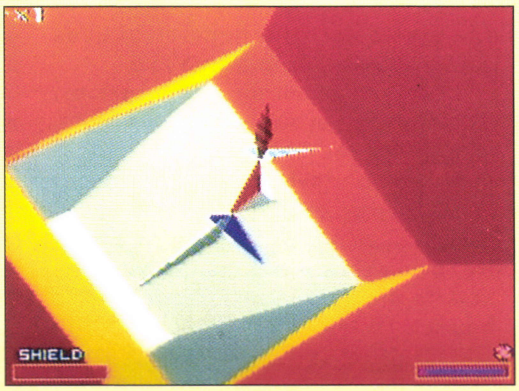


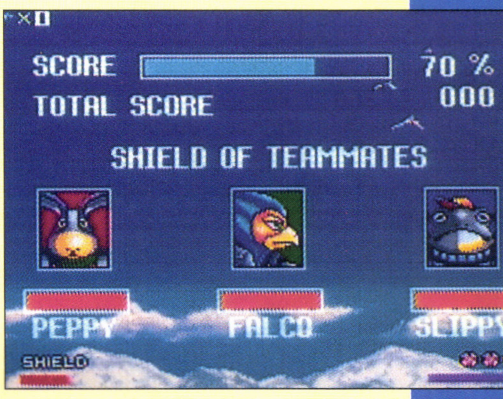


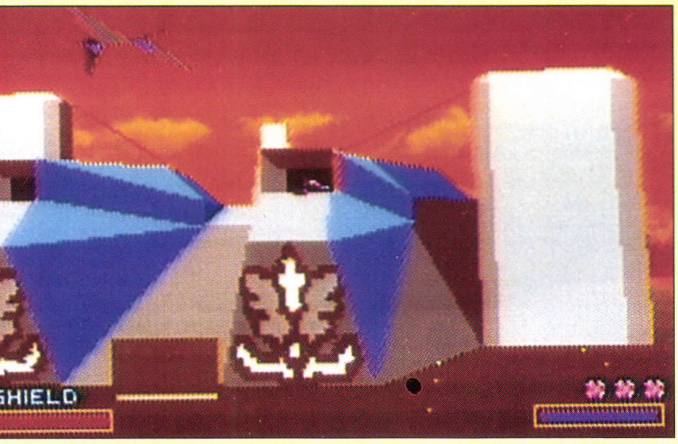


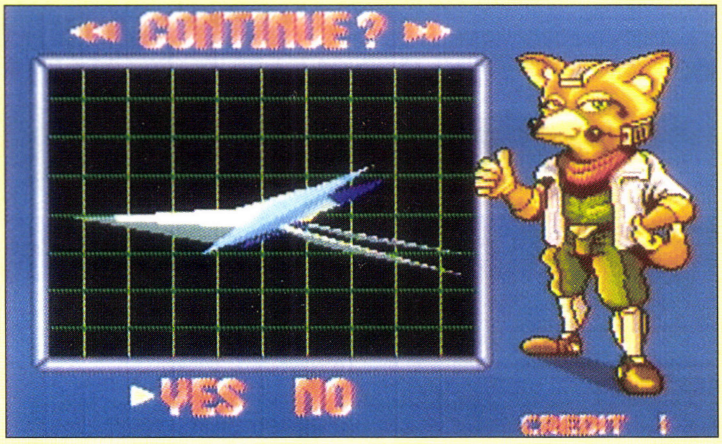




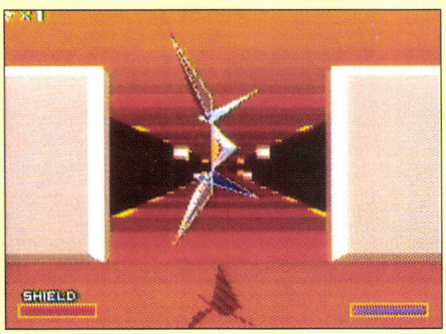


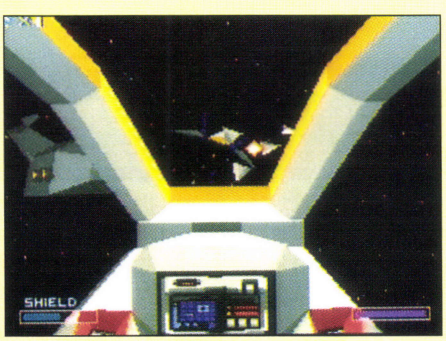












for the most part, you can pick up and get into right away. However, some subtle nuances force you to make decisions: Do you pick up that supply ring or take out that enemy instead? Do you go for the bomb icon and risk damage from incoming shots or pass it up in favor of blasting the opponent out of the sky? At times, you may have to peel off and eliminate a foe on a teammate's tail. This is important because, after taking care of the threat to your teammate, he'll stick around to assist you in battle. Also to the player's benefit, the three difficulty levels are really three different layouts, rather than the same level with a cranked-up enemy onslaught. (Nintendo also notes that there are also two secret stages that only advanced players can discover.)

If there's a complaint I can voice about *Star Fox*, it's that you often don't know how much danger you're in. From your viewpoint, you'll see a shot coming at you, but it's not very clear (in comparison to other video games) whether you're going to get tagged or not. A shot may seemingly curve into you or, worse yet, be off the screen for most of its trip, then pop in at the last instant to hit you. It's frustrating and affects your ability to survive—essentially making the game harder to beat—but the adversaries will have a hard time getting a bead on you if you constantly move around. Similarly, it's not easy to shoot with precision, even when you have an aiming cursor on-screen.

In a nutshell, *Star Fox* is a great video game that will occasionally frustrate and confuse, but usually titillate, with moments of "ooh" built in. But *Star Fox* makes me curious what the other three SFX games Nintendo has planned for this year are—and what the licensees have in the works. Nintendo's *Star Fox* is a great introduction for the SFX, let's just hope that future releases keep up to par.

—Andy Eddy

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EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE									9	
CB									9	
DM								8		
MD									9	

Mike didn't think the game play was innovative, but liked what it demonstrated. Chris said it's easy to get immersed, while Dave called for a playability tweaking.

Cyborg Justice

SEGA

For the Sega Genesis ($49.99)

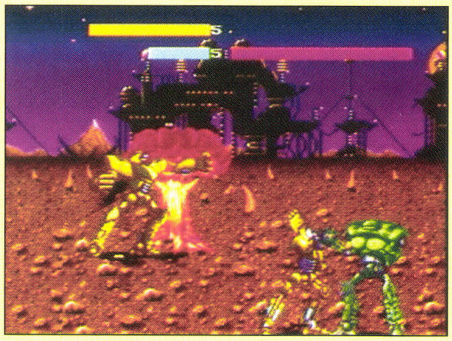
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							■			
GRAPHICS						■				
PLAYABILITY						■				
OVERALL						■				

Ever since the original *Double Dragon* defined a new type of action game—gaining immense popularity along the way—every game publisher on the planet has produced its own punch-and-kick contests. Some of these games are blatant clones of the *Double Dragon* series, while others take the basic idea and expand upon it, creating a similar yet interesting new game. Such is the case with Sega's new *Cyborg Justice* for the Genesis.

In *Cyborg Justice* you play a cyborg who has crash-landed on an immense asteroid. Slowly, after the crash and being reassembled, you begin to remember parts of your past. You suddenly realize that the Cydrek Federation, which is now using you as a slave cyborg to build machines of destruction, is holding you against your will. Worse, it is putting together a powerful army and plans to attack the Galactic Unity. It's up to you to battle past dozens of seek-and-destroy cyborgs, which have been programmed to annihilate you on sight, and stop the Cydrek Federation from completing its battle plans.

When you begin the game, you can set various options to fine-tune the game to your skill. First, you can select either the arcade or duel mode of play. In the arcade mode, you (or you and a friend) must fight your way through five levels of cyborg enemies. In the duel mode, you can take on a friend or the computer in one-on-one combat. The difficulty option allows you to change the skill level from relaxed to brutal. You can also select the number of lives you're allowed, from one to five.

Once you've set the game options, it's off to the cyborg assembly room, where you can choose the parts that make up your cyborg body, including hands, bodies and legs. Over 200 possible combinations are offered. For example, if you choose saw hands, you'll be able to slice up your enemies like a haunch of beef. Similarly, with the launch hands, you can shoot powerful projectiles at approaching enemies. Other body parts include lobster armor, which features spiked shoulders; insect armor, which allows high-speed attacks; jogging legs, which give you fast movement; somersault legs, which allow you to perform flips; and many more.



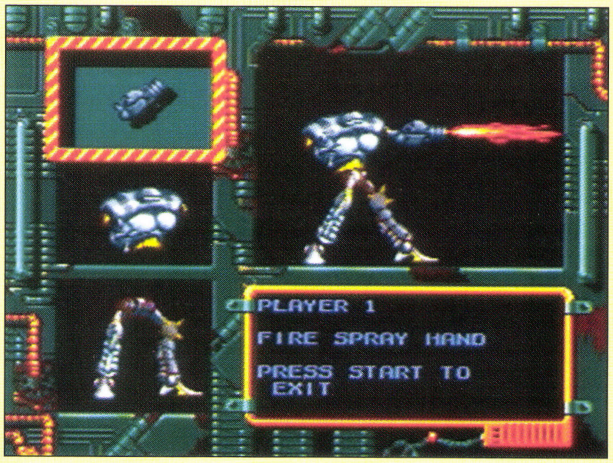


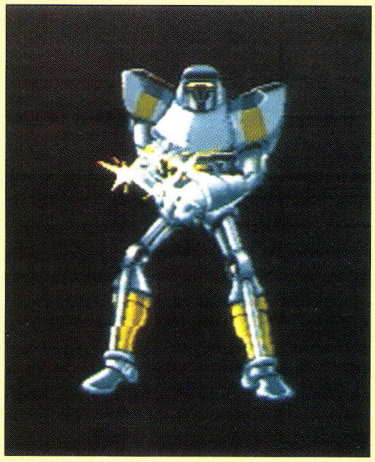
When your cyborg is assembled, you'll find yourself on the barren landscape of the asteroid, ready for action. The enemy cyborgs, which, like you, have assembled their bodies with various types of weapons and armor, attack immediately with all the power at their disposal. As you fight, you can activate any special weapons you may have chosen, as well as perform the usual crouches, flips, punches, jumps and kicks. All told, there are over 20 moves from which to choose.

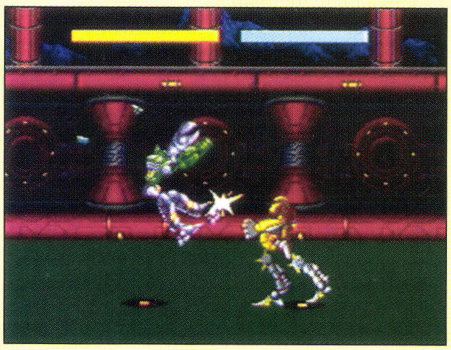
If you've grown bored with punch-and-kick action games, but still like the idea of turning on your Genesis and stomping some butt, you might find *Cyborg Justice* an interesting new twist on an old theme, featuring enough originality to spice up a venerable gaming genre. Where else can you saw off an enemy's arm and pound it into space dust?

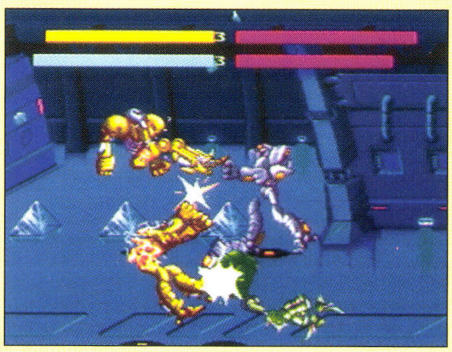
—Clayton Walnum

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EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE							■			
CB								■		
DM							■			
MD							■			

Mike flagged the occasional flicker as a no-no, and Andy thought it was too easy to get lost on-screen. Chris agreed on the cramped look, but said it deserved a look.

Bubsy in: Claws Encounters of the Furred Kind

ACCOLADE

For the Super NES ($69.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS									9	
PLAYABILITY							7			
OVERALL								8		

Accolade is pitching for Bubsy to become the next Mario, Sonic or Bonk—a character so recognizable that it will sell games just by having its name in the title. Of course, to do that you have to have a spectacular game behind the character. And Bubsy's first adventure, *Bubsy in: Claws Encounters of the Furred Kind*, has all the action to make it happen. Does anything block the path to success? Let's take a look.

This colorful adventure takes our fearless feline into a scrap with aliens from the planet Rayon. These creatures, called Woolies, have a terrible thirst for thread (their source of energy) and are targeting Earth as their next conquest. All that stands between the Woolies and a cold winter without wool blankets is our bobcat named Bubsy.

His travels take him through, over and under villages, carnivals, trains, canyons and river rapids. As Bubsy carouses the terrain, he's trying to save yarn balls and discover Woolies and other characters to pounce on. He's also plundering for special T-shirts that provide extra lives, invisibility from enemies and invincibility.

The best part about *Bubsy* (the game) is how nonlinear the course to the goal is. While most of the myriad scrolling games are Point-A-to-Point-B races against the clock, *Bubsy* gives you a broad paths to the level's finish. The choice is whether to take the quick road, sacrificing points for retaining your lives (you start with nine, get it?) or to use each of the 16 levels' ten-minute timers to the max, investigating *every* nook and cranny for *every* point and 1-up at the risk of fatal encounters. Over time you'll find where most of the 1-ups are so you can grab them and get the heck out. Before that materializes, you'll have hours of game play ahead of you. Thankfully, you get a password at the end of every third level, which almost turns *Bubsy* into five separate games.

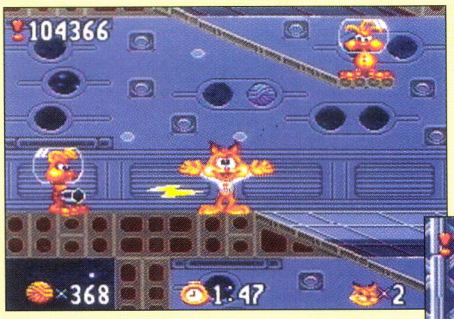
As I said, that's the best part. The downside of such an endeavor is always fairly easy to spot, and *Bubsy* falls victim at times. With regard to control, I was reminded of Sunsoft's recent *Death Valley Rally*, a beautiful game that was hindered by too much character momentum. *Bubsy*'s control will also frustrate you, especially when you're asked to make a move to a tight spot. The hardest part is that the background, when you're cruising above the playfield, doesn't move enough to be an ample point of reference to where you are—or where you're going. It's easy to get killed because you can take a big leap and have absolutely *no* idea what you're heading toward.

Another chance that *Bubsy* takes is with its musical background. When you have a change in locale—like going from the ground to a water slide—the music will change with it. Though it's not seamless, it shows that Accolade is trying to give the game more personality.

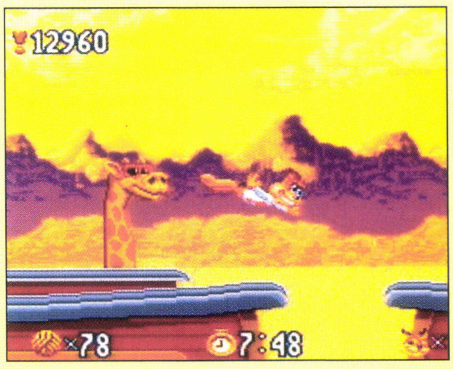
Before you shun *Bubsy* for my description of its flaws, let me remind you that I'm being *very* critical. Take a look at the ratings and you'll see that I enjoyed the game. However, when a game shoots for a lofty position next to Mario, Sonic and Bonk as an icon, it's held up to stronger scrutiny. *Bubsy*'s flaws don't kill it, because there's *loads* of fun in there, but they do bring it down a notch or two.

—Andy Eddy

Accolade
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San Jose, CA 95129
(408) 985-1700













EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								8		
CB								8		
DM							7			
MD								8		

Both Chris and Mike brought up the control problems as negatives. Chris added that, while *Bubsy* tends to repeat itself, it's great looking and great sounding.

SimEarth: The Living Planet

FCI

For the Super NES ($69.99)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	**5**	6	7	8	9	10
OVERALL	1	2	3	4	**5**	6	7	8	9	10

TTI

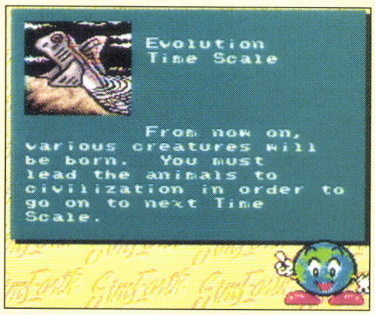
For the Turbo Duo/TG-CD with Super System Card ($49.99)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

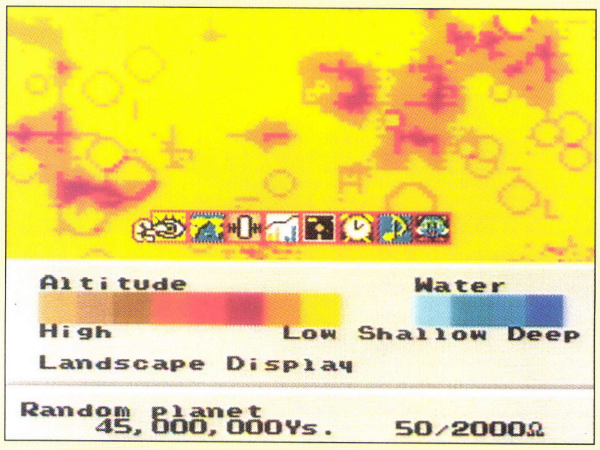
A lot of video-game developers like to keep a pulse on what's happening in the computer-game arena. Some of them wait to see what sells in that market and then, if it's hot, port it over to a video-game system. What video-game developers don't realize is that, if the hardware can't handle the software, maybe it shouldn't be a video game. Such is the case with *SimEarth*.

What is *SimEarth*? Essentially a planetary simulation. Players use selected tool icons to place life-forms or to modify planetary terrain. You can also change internal and external planetary factors using different control panels. For example, using the geosphere control panel you can control the amount of volcanic activity, erosion, core heat, etc. You can even set the planetary tilt angle and the amount of meteors that hit the planet.

The goals behind *SimEarth* are simple: Achieve a stable living organism base of a predefined number. That's one of the base requirements, of course, but different scenarios have other conditions that must be met (e.g., create a civilization, create an industrial revolution, etc.) in order to successfully complete the scenario.



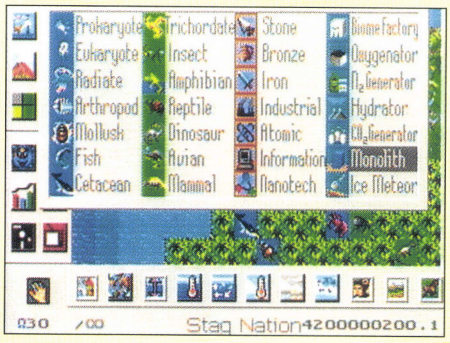
FCI's SNES version of *SimEarth*.



Basically, you're in for a quick game—*not!* Time is one thing that you better well have plenty of before sitting down to play this game. And if you're looking for instant gratification, you better look somewhere else. Patience is of the essence when tackling *SimEarth*.

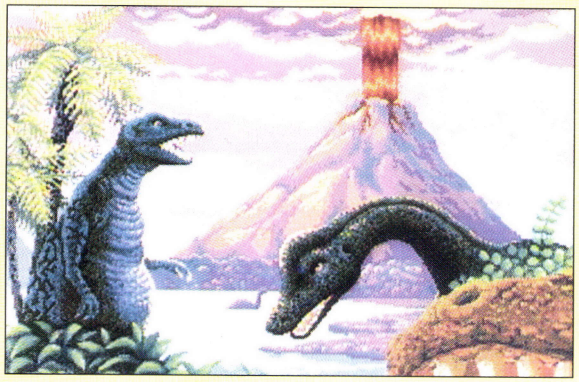
Both versions take awhile to familiarize yourself with their game interfaces, FCI's SNES version even more so. This version utilizes all the buttons on the SNES's control pad, and their functional layout is a bit confusing. A couple of times I found myself selecting the wrong button and returning back to the opening screen when selecting the scenario I first wanted to play. I also thought the menu fade-ins/outs were more of a nuisance than an attraction.

TTI's CD-ROM version is closer to the original computer version. The interface is clean and not overbearing, and all the control icons are easily accessible from the main screen. The game screens are clearly representative of what's going on.



TTI's TG-CD version of *SimEarth*.





To sum things up, *SimEarth* for both the SNES and Turbo Duo is a game that never should have been ported over to these game systems. The fault lies not with the game itself, but in the shortcomings of the systems. It is way too ambitious in its attempt to provide *Sim* entertainment on console systems, and the play satisfaction rewards are too few and too small, considering the large amount of time you must invest in playing these games. Let's just hope now that we don't see a Genesis or Sega CD version of this game.

—Mike Davila

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FCI
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New York, NY 10022
(212) 753-8100

EDITORS' CORNER

Super NES

AE	1	2	3	4	**5**	6	7	8	9	10
CB	1	2	3	4	5	**6**	7	8	9	10
DM	1	2	3	**4**	5	6	7	8	9	10
MD	1	2	3	4	**5**	6	7	8	9	10

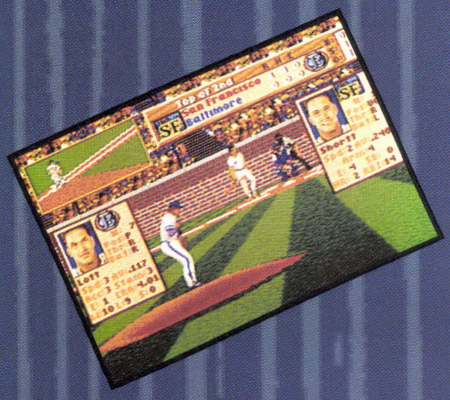
Andy felt that, though there is some good graphic flexing demonstrated, the game is pretty slow. Dave blamed the unfriendly interface for most of the trouble.

EDITORS' CORNER

Turbo Duo

AE	1	2	3	4	5	**6**	7	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	**6**	7	8	9	10
MD	1	2	3	4	5	**6**	7	8	9	10

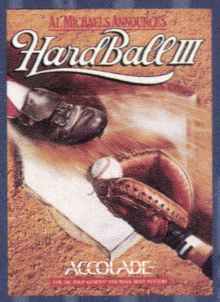
Chris determined that this version was more faithful to the disk original. Even so, everyone felt that *SimEarth* doesn't really belong on a console system.



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DuckTales 2

CAPCOM

For the Nintendo Entertainment System (N/A)

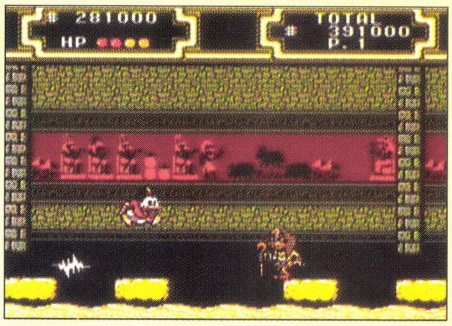
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC						●				
GRAPHICS							●			
PLAYABILITY						●				
OVERALL						●				

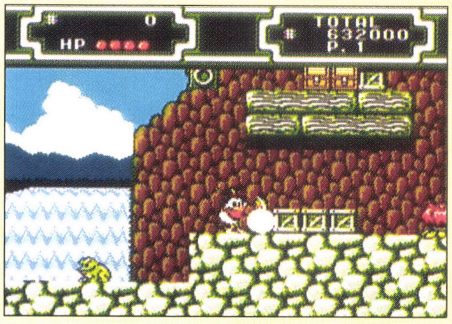
There's good news for fans of Scrooge McDuck's first adventure in *DuckTales*. Now there's *DuckTales 2*, another treasure hunt perfect for youngsters anxious for more caverns, castles and islands to explore. The fun starts when Scrooge's nephews find a strange piece of paper in the cellar that looks suspiciously like a piece of a treasure map. When they determine that it must be part of the map that leads to The Secret Treasure of McDuck, Scrooge sets off on another wild trek across the world.

If you played the first *DuckTales* game, you'll feel right at home with this new contest. The controls are virtually identical. You can make Scrooge run, jump, pull objects and perform the famous pogo jump on Scrooge's cane. The cane is also good for pounding open treasure chests, bopping baddies and smashing rocks.

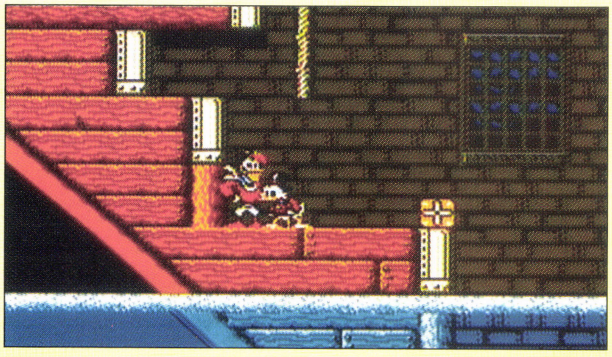
In each of the five levels, you must find a specific treasure. These treasures include the Lamp of Eternity, King Khufu's Knife, the Mermaid's Teardrop, the Crystal Flower and a magical stone slab. Finding these treasures isn't easy, though, because each level is filled with tricky traps, secret rooms, puzzling obstacles and, of course, plenty of enemies. Although the enemies are mostly of the mundane variety—bats, frogs, crabs, rats and pirates—you'll run into a few bizarre ones too, such as man-eating plants and living statues.

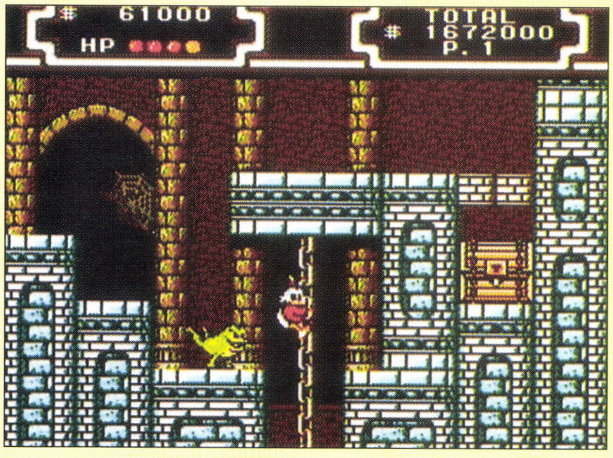
At certain points in the game, you can enter the Item Shop, where you'll find a variety of helpful items for sale. The Continue Globe, for example, gives you extra continues, while the Good Mojo Doll gives you extra energy. Also for sale are cakes, which fill your energy up; safes, which help you carry around your cash; and pieces of the treasure map. You can also find power-ups hidden in each level, including ice cream, cake, 1-ups and diamonds.











Before your adventure is over, you'll travel to five locales: Niagara Falls, Bermuda, Egypt, the island of Mu and Scotland. Each of these locales has its own set of traps and obstacles. To complete your quest, you must learn to climb ropes, leap to high pedestals, cross moving sand, pilot rafts across the water, locate secret entrances and defeat enemies extremely determined to stop you in your tracks.

If you enjoyed the first *DuckTales* and are ready for more of the same, you might want to check out *DuckTales 2*. If you didn't play the first adventure but like *Mario*-type contests with lots of hidden treasures, tricky puzzles and secret rooms, you too may get a kick out of *DuckTales 2*. Others may find that *DuckTales 2* isn't very different from dozens of other games derived from the same formula.

—Clayton Walnum

Capcom USA
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Santa Clara, CA 95054
(408) 727-0400



EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								●		
CB								●		
DM							●			
MD								●		

Mike and Andy both noted that *DuckTales 2* shows the NES to be a viable system. Chris saw it as a solid sequel, though the repetitive music may drive you nuts.

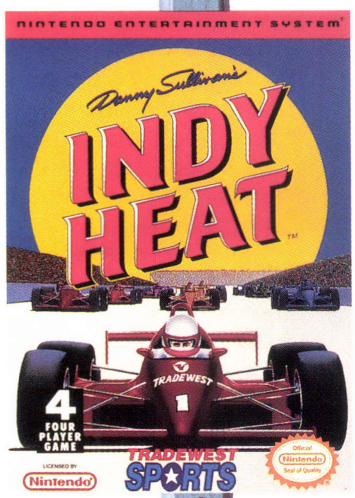
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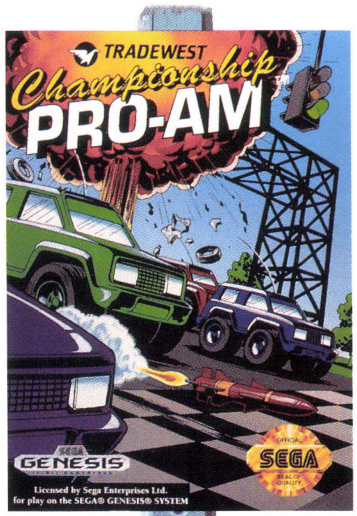


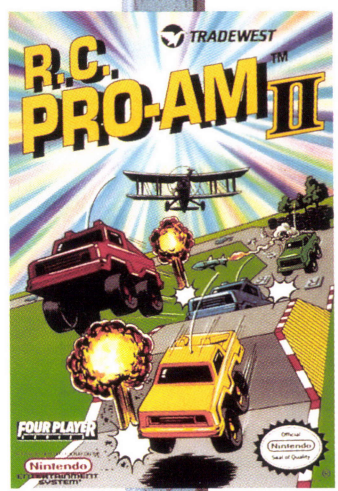


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Shadowrun

DATA EAST

For the Super NES (N/A)

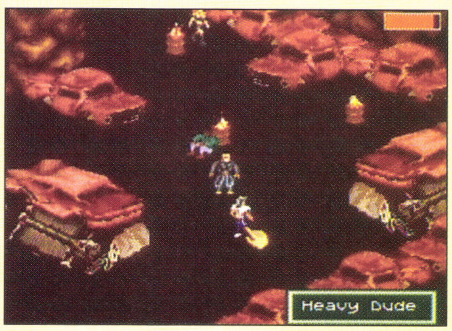
SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

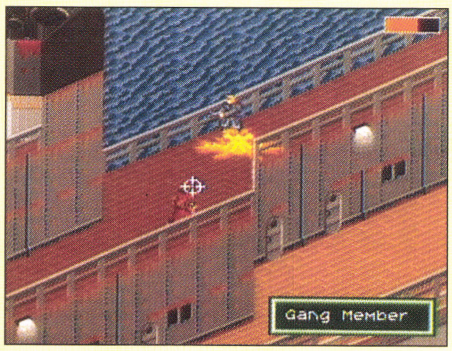
"Cyberpunk" is one of those great sounding names that has produced little exciting material. The fiction either gets mired in the technical jargon or new age gibberish. Worse, the cultural adaptations are bad music and "smart" drugs, the latter a true contradiction in terms.

To make this underachieving genre into a good game, FASA added magic,











creating Shadowrun, one of the few recent smashes in paper-and-dice gaming. And now this mystic cyberpunk adventure/RPG/action game comes to the SNES from Data East.

Play opens with the player dead in a morgue. He wakes up with no identity, proficient skills or equipment. What's worse is that almost everyone in all of Seattle wants to kill him. So, while searching for identity, not to mention some decent training and a gun, he has to unravel the conspiracy that riddled his body with bullets and booby-trapped the circuitry in his brain. A daunting agenda, but, in a game so well-designed, the chores become a pleasure.

Data East knew that to make the game gritty and exciting enough, translated paper-and-dice combat wouldn't do. So they used a top/down perspective similar to *Ultima*'s and made combat real-time. Shot frequency and accuracy are determined by skill levels, but players must select targets, as well as run around enough to ensure that the enemies must constantly re-aim.

Arcade skills are required, but they're not the overriding concern in this adventure. *Shadowrun* makes good use of the SNES controller, so its menus are as accessible as the controls in most jump-and-punch games.

Players start with three attributes (body, strength and charisma), two skills (firearms and computer) and no magic spells.

Conversation is initially limited as well, with players learning certain keywords, which, in turn, spawn more illuminating conversation with the denizens of *Shadowrun*'s Seattle.



Not everyone in *Shadowrun* is determined to kill the player. After all, he is a potent source of income. Matrix runners, mercenaries and magic-users can all be hired, and shopkeepers are more than ready to sell overpriced talismans and weapons.

Character development is where *Shadowrun* is most impressive: The story line may be linear, but character development is left entirely up to the player.

For example, should a companion be hired or should money be slowly saved for a bigger weapon or perhaps better software? Should Karma points be used on bodybuilding or charm school? The wrong decision won't ruin a game, but it may prolong the quest unnecessarily.

As if *Shadowrun* wasn't engaging enough, Data East made it even spiritual. How? Let's put it this way—a dog casts the spells that initially revive the player.

Graphics and sound are both sufficiently atmospheric. Especially impressive are the little touches, like the bats at the Dark Blade headquarters and some of the ugliest, most inarticulate orcs, dwarves, blue things and monsters to come out of Seattle since Pearl Jam.

Problems? *Shadowrun* could use a longer soundtrack, crisper graphics, less traveling time and less processor slowdown in combat. However, these are quibbles in a game this groundbreaking. Nintendo censorship did its damage, but even it couldn't ruin a game of this quality.

Forget the fighting games—now that *Bart's Nightmare* is coming out for the Genesis, *Shadowrun* is the best reason to buy an SNES.

Now if only Data East would release an enhanced and uncensored version for the Sega CD.

—David S. Moskowitz

Data East USA
1850 Little Orchard St.
San Jose, CA 95125
(408) 286-7080

EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	**8**	9	10
DM	1	2	3	4	5	6	7	8	**9**	10
MD	1	2	3	4	5	6	7	**8**	9	10

Andy ragged on the small characters, but countered by saying the game was hot and filled with game play. Chris added that it features an interesting story line.

Time Gal

RENOVATION

For the Sega Genesis with Sega CD ($49.99)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC						6				
GRAPHICS								8		
PLAYABILITY							7			
OVERALL							7			

Who is the luckiest girl in the world? Madonna? Drew Barrymore? Chelsea Clinton? In my estimate, the star of Renovation's newest Sega CD game is by far the luckiest. But the question of whether it's good luck or bad luck is entirely up to you and your control-pad reflexes.

Time Gal is the latest game from Wolfteam, creators of such successful Sega CD titles as *Cobra Command* and *Road Avenger*. Similarly, *Time Gal* is essentially a stream of full-motion video cartoon sequences that requires you to point the control pad and press the action buttons on cue. Press the right buttons at the right times and you'll reach the end of each stage; screw up, and you'll be treated to one of dozens of different "death" sequences. The key difference is that it's not a first-person game like *Cobra Command*: Guiding Time Gal through the perils of 16 different time periods is a lot more like the stop/start action of the original *Dragon's Lair* coin-op.

Don't expect a coherent plot. The Japanese *Time Gal* was a typically funky, nonsensical adventure, and outrageousness is still a driving force behind the American version. Indeed, can you name any other video game in which your character....

•Travels through time to face dangers from 70 million B.C. through the year 4001?

•Gets into swordfights with one-eyed pirates and Roman gladiators?

•Laughs hysterically and does backflips while being chased by an enraged Wooly Mammoth?

•Straddles a *live* torpedo in the middle of the ocean and *rides* it toward its target?

For further evidence of the truly wacked nature of *Time Gal*, check out the fact that most of the death scenes on the CD inexplicably show the main character biting the dust as a chubby six-year-old girl, instead of the lithe creature who made the mistake in the first place. Total weirdness!

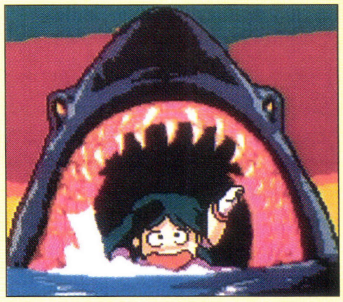
Though you never really feel like you're in control of Time Gal's movements, the zany action has an undeniable appeal that takes up a lot of the slack. There are places in the game where the video pauses to give you a choice between three different actions, but memorization is still the key. If you try something and it doesn't work, just remember which choice you made and don't ever pick that one again.

Interestingly, the game's "Visual Mode" lets you use a password to enjoy the animation of a particular stage from start to finish—including the corresponding death scenes. The passwords can be earned by defeating each stage at the highest of the game's three difficulty levels. This is a nice feature, one that should stifle the *Road Avenger* fans who complained that they couldn't appreciate the animation because they were too busy concentrating on the action cues. Unfortunately, it also limits the replay appeal of what is already a fairly easy game to defeat.

If you liked *Road Avenger*, loved *Dragon's Lair*, have an off-the-wall sense of humor and a soft spot for bizarre Japanese animation—not to mention a weakness for psychotic, gun-wielding, green-haired babes who show a lot of leg—then this is the perfect game for you. And if it sounds like the above description fits only an elite group of gamers...well, a year ago I would have agreed, but I have a funny feeling that a lot of people are going to like *Time Gal*. I know I did.

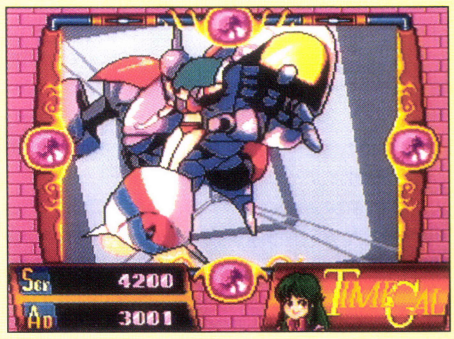
—Chris Bieniek

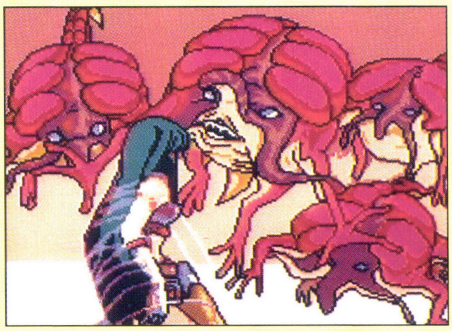
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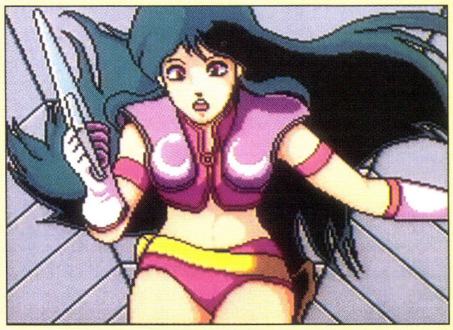


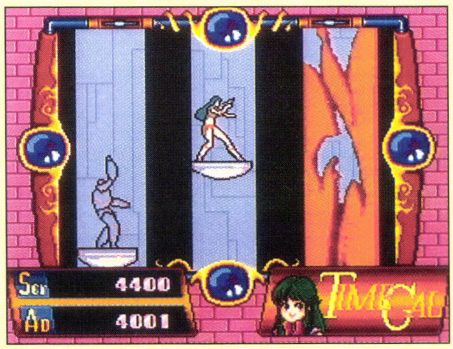












EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE							7			
CB							7			
DM							7			
MD							7			

Mike thought that *Time Gal* was an improvement over *Road Avenger*, but Andy still brought up the game's choppy action and short game play.

The Lost Vikings

INTERPLAY

For the Super NES (N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC									9	
GRAPHICS									9	
PLAYABILITY									9	
OVERALL									9	

"Excuse me," people often ask, "is that your real hair?" To which I reply, "Yep." Then they ask, "What's the best Super NES puzzle game on the market?" I used to reply *Krusty's Super Fun House*, but now I say *The Lost Vikings*, and I expect to be saying that for a good long time.

The Vikings of the title are a trio of talented Teutons with unique abilities. Erik the Swift can jump and ram into walls; Baleog the Fierce can slay monsters with his sword and shoot monsters and switches with his bow; Olaf the Swift can use his shield to block attacks, raise it as a platform for Erik to jump from or glide across the screen. So why did these studly guys get lost? Because they were plucked from their homes by the UFO of the evil alien Tomator. To get back home, the threesome has to make its way through 37 puzzle-filled levels and defeat Tomator in a climactic three-on-one battle.

To solve each level, you (or you and a friend in two-player mode) must switch control between the different Vikings and use their skills as needed. For example: There's a ferocious dinosaur at the top of a ladder, guarding a key placed high in the air. First, position Olaf at the top of the ladder to block the dinosaur. Next, use Baleog to kill the dinosaur. Finally, use Erik to jump into the air and collect the key.

Keys are just one type of item in the game. Other goodies include bombs, which blow up walls and other impediments; flaming arrows, which allow Baleog to kill enemies with a single shot; and food, which restores health points that the Vikings lose when attacked by monsters. Add pushable buttons and throwable switches to the mix and you can expect to run into some mighty tricky puzzles indeed.

Along with its excellent game play, *The Lost Vikings* has an excellent sense of humor. Here's a typical example of the dialogue between the Vikings at the end of each level. Baleog: "I wonder if this is King Tut's tomb." Olaf: "Who's King Tut?" Erik: "Some guy Steve Martin wrote a song about." Olaf: "Oh, that's right."

The graphics are extremely well done. Each of the five worlds in the game (UFO, prehistory, Egypt, warehouse and "wacky") has a distinctive visual style, and the character animation is superb. Erik, Baleog and Olaf are blessed with more personality than any video-game character since Sonic. (Watch Olaf as he picks his nose and then carefully examines his finger. Gross, but great!) The music is as superior as the graphics, relentlessly upbeat and with a nice hip-hop groove.

There's nothing left for me to do but rummage through my bag of clichéd metaphors and say: If the genre of Super NES puzzle games is a desert, *The Lost Vikings* is an oasis. It's funny, fresh and challenging enough to keep you playing for hours on end.

—Zach Meston

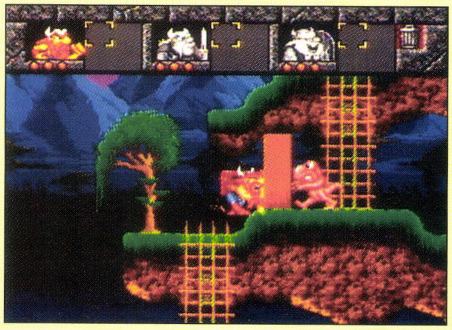
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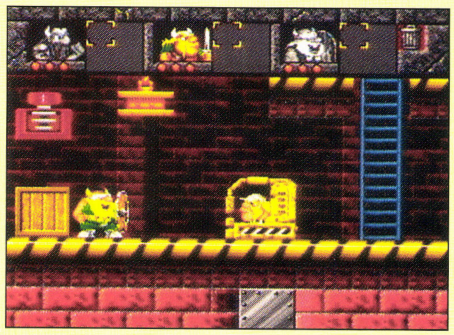








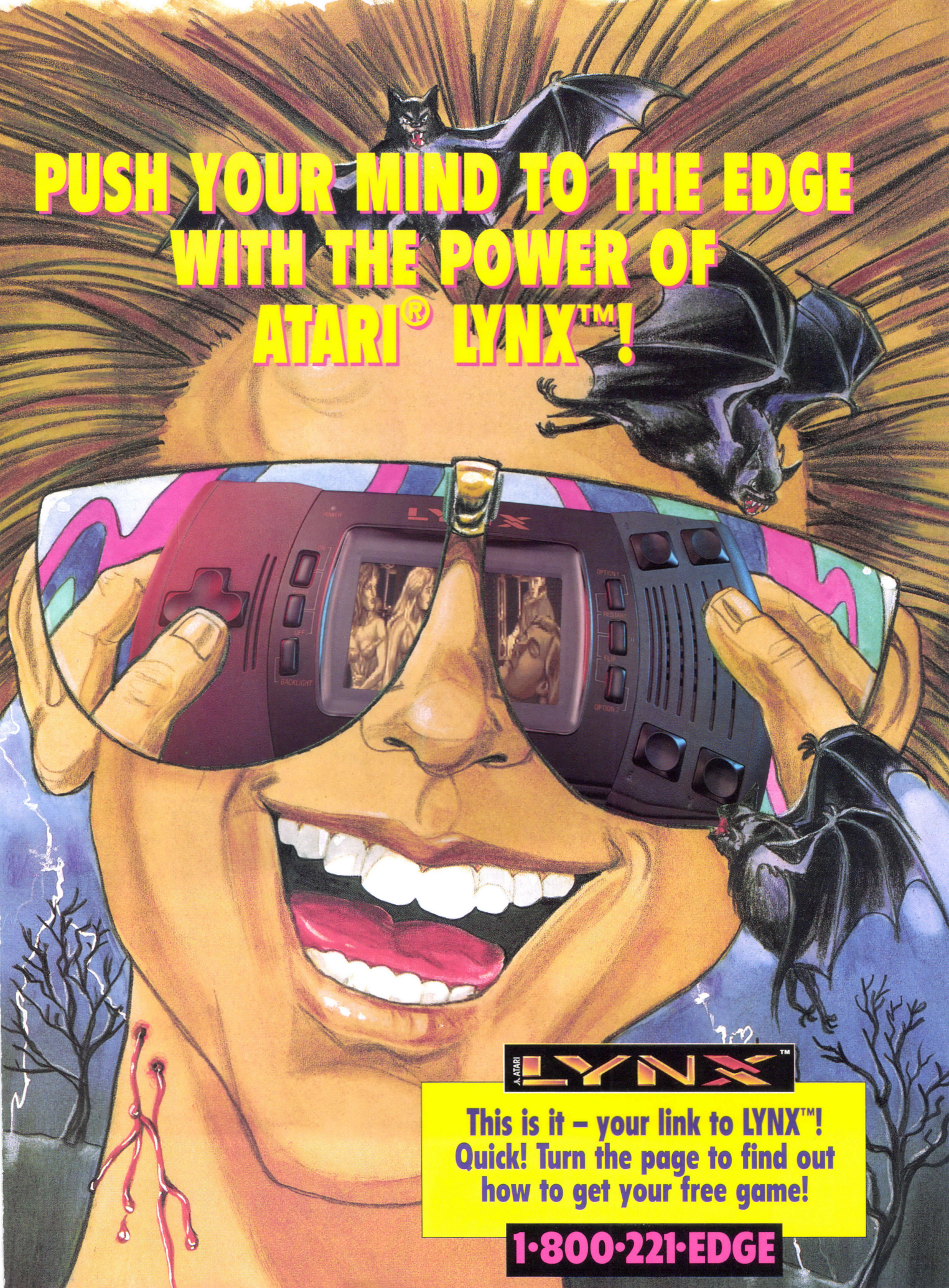




EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE									9	
CB									9	
DM									9	
MD									9	

All the editors wanted to spend more time with *The Lost Vikings*. Its hilarious sense of humor, cool puzzles, great soundtrack and hot animation combine for a winner.


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THERE'S





THE BIG TIP OFF

Here's a hint you can really sink your teeth into: When you're in the cavernous catacombs beneath the castle, you'll come to a rock covered with blood. Immediately turn down your lantern and proceed forward. Soon you'll find Dracula's coffin. Pick up the crowbar – you'll need it to break into the sewing room upstairs. By the way, if you don't turn down your lantern, the light will wake up Dracula. And we guarantee you – he'll be thirsty!

A LOT AT STAKE

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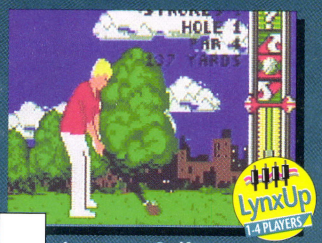
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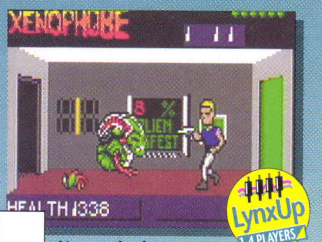
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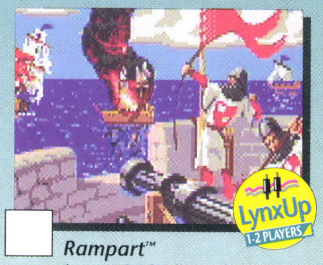
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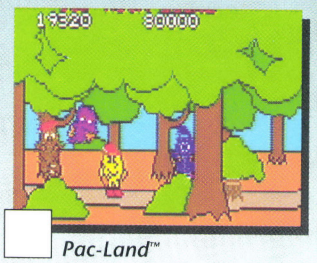
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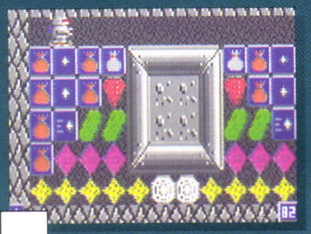
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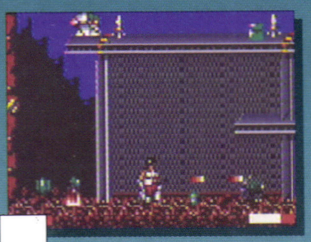
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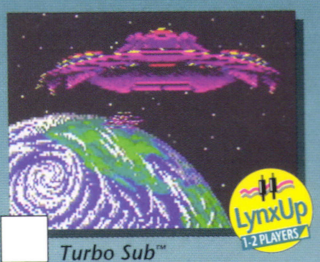
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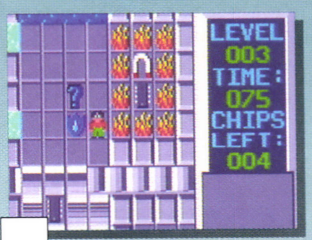
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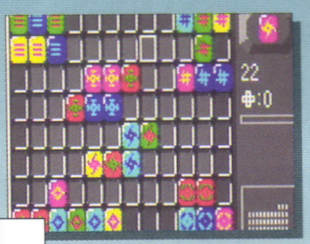
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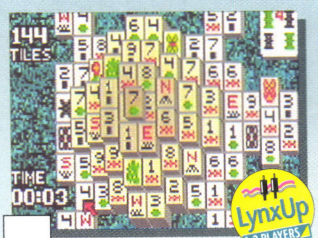
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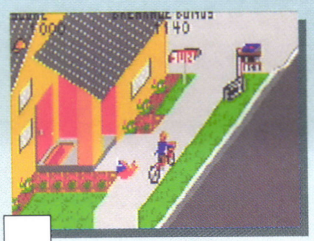
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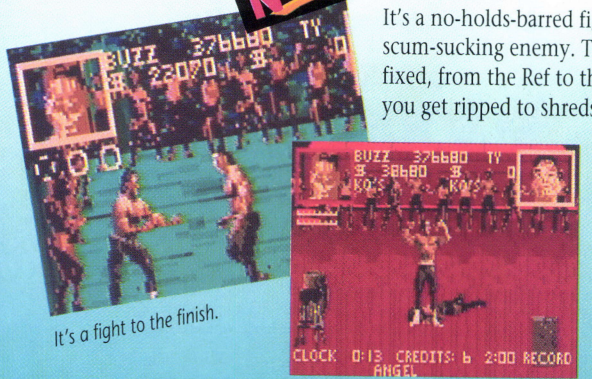
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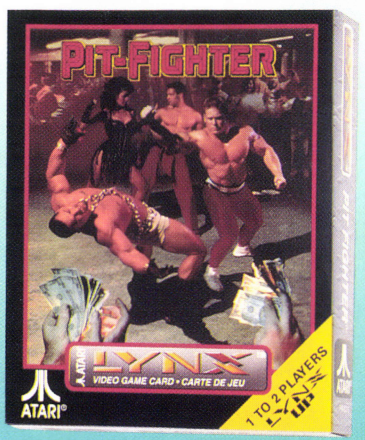


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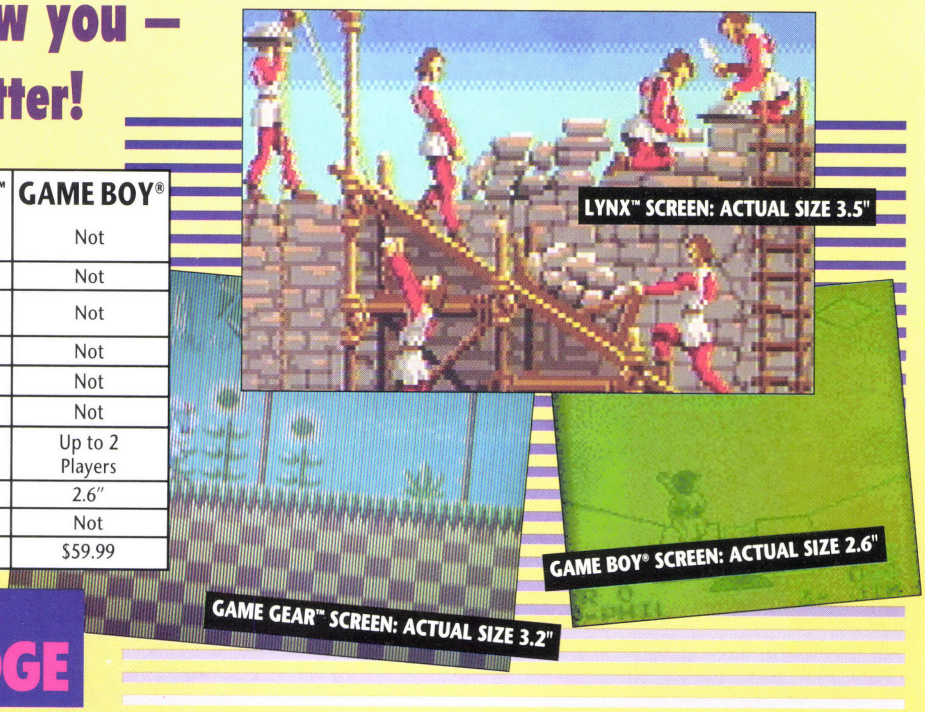
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DOMARK

For the Sega Genesis ($59.95)

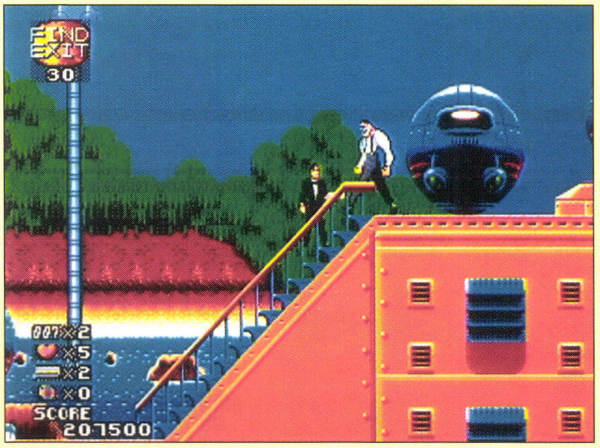
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

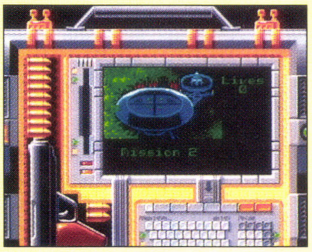
Meston. Zach Meston. License to review. My mission is to give a fair but critical report on Tengen's new Genesis game, *James Bond 007: The Duel*. My reward is a beautiful babe who'll whisper "Oh, Zach..." as I sweep her into my arms, just like the babe who whispers "Oh, James..." at the end of every Bond movie. (Hey, it could happen!)

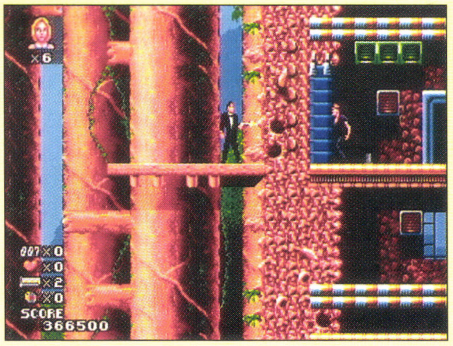
The story line for *The Duel* is right out of most Bond flicks. An extremely rich, extremely wacko mastermind plots to take over the world, and James must stop him. (And no, I never figured out why the words *The Duel* are in the title, since there's nothing even close to a duel in the game.)

In each of *The Duel*'s five levels, you control Mr. Bond as he runs, jumps, shoots numerous holes in numerous bad guys and completes a series of tasks, usually in the following order: rescue a number of lovely ladies, find and activate a bomb, then find the level exit before the bomb goes off. Each level also has the requisite end-of-level (and occasional midlevel) bosses. My favorite is Jaws, the massive metal-mouth who appeared in many of the Bond films and who also appears several times in this game, including the fifth and final level.

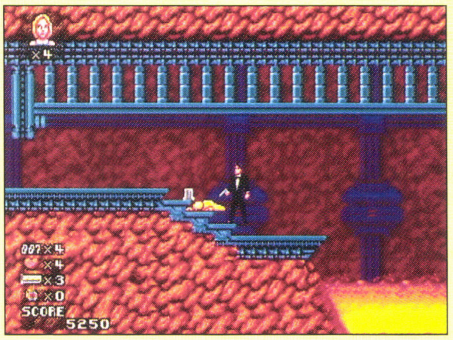
Bond's main weapon is his handgun. He starts with several cartridges of ammunition and can earn more by shooting bad guys and picking up the cartridges they drop. James can also arm himself with grenades by finding flashing suitcases placed in hard-to-reach, and usually well-hidden, locations in each level.



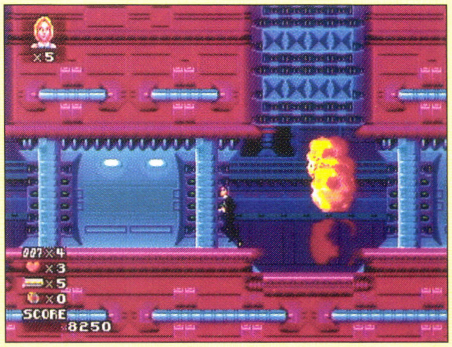












The game play is solid, although I have two little quibbles. Firstly, the control system is awkward. It's hard to control James, particularly when he jumps to a ladder or drops onto a moving platform, because of the slight lag time between when you press the control pad and when James reacts. Secondly, the game places you back to one of several restart points when you lose a life, instead of starting your next life from the point where you died.

The music, sound effects and graphics are all slightly above average. The backgrounds are well-drawn, and Mr. Bond is a well-animated (if very small) sprite. I especially like how James can hide in doorways, wait for baddies to run past, then jump out and shoot them from behind. Brutal! The only graphical flaw I could find was that—and I literally laughed out loud when I noticed this—James throws grenades in a very unmanly way. I can't believe someone didn't pull the graphic artist aside and say, "You're doing a great job, but...uh...about that effeminate grenade-throwing animation...."

James Bond 007: The Duel isn't a topnotch title, and there's nothing here you haven't seen before in many other platform games, but it still provides a healthy amount of challenge and fun. It's definitely worth a rental and possibly worth a purchase. Okay, now where's my beautiful babe?

—Zach Meston

Tengen
675 Sycamore Drive
Milpitas, CA 95035
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EDITORS' CORNER

AE	1	2	3	4	5	**6**	7	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

Chris brought up that, with a little tweaking on the controls, *The Duel* could have been a 9. Mike called it a "standard run-and-shoot with a license behind it."

Pocky & Rocky

NATSUME

For the Super NES ($64.95)

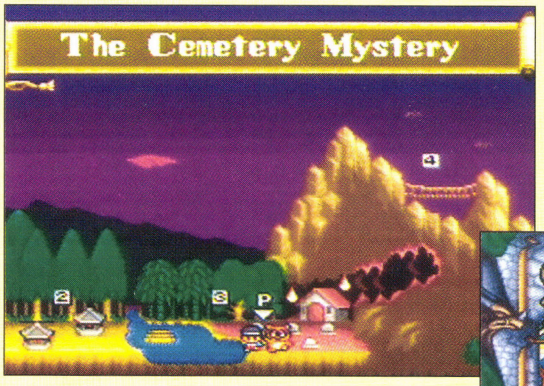
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Quick, what's the name of the game that lets you play either a little character who goes zipping around a series of threat-filled landscapes at high speed or a furry little sidekick who zips around and attacks enemies with swipes of his tail?

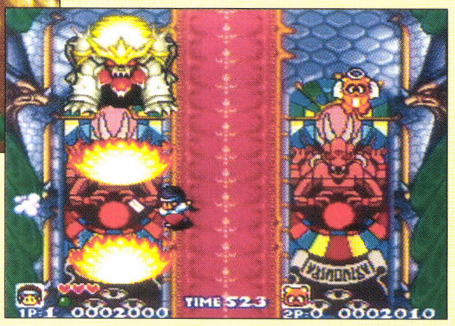
Now, let's not always see the same hands. *Sonic 2* owners, stop yelling, this is a trick question. The answer is *Pocky & Rocky*, an unusual and nifty import that combines the look and atmosphere of a Japanimation platform game with the play-action of a scroll-and-shoot.

The Japanimation is not your hard-edged Akira or Robotech stuff; these are more like kiddy cartoons, bubble-bodied little characters with goofy expressions. They're seen from overhead as *Zelda 3*, though the graphics are far more detailed, colorful and animated than in most RPG/action games. You take the main character—either Pocky the renowned Goblin tamer or Rocky the Raccoon with the aforementioned danger tail (or both, in a two-player game)—and walk or slide it through a very linear series of screens filled with waves of attacking creatures. Each of the two main characters has three offensive abilities, one of which is changeable by collecting power-ups along the way. There are also defensive power-ups such as shields and lifeline rejuvenators, but mostly you'll collect bombs and extra firepower.

Your ultimate goal is to reach the hiding place of Black Mantle (no relation), a shadowy figure who's somehow bewitched the usually friendly goblins of the area. There are only four levels between you and the Big B.M., pardon the abbreviation, but they're four *extremely* tough levels, even in easy mode. One reason for this: Although there are sub-bosses throughout each level and some levels are very long, there's no way to continue from anywhere "within" a level. Every time you continue (and there are unlimited continues), you start at the beginning of the level you last played. This makes for a *lot* of replaying of ground you already covered, often just to get to the boss at the end.



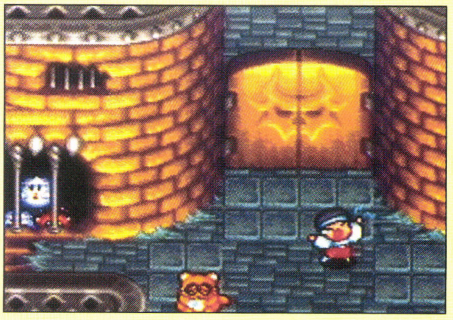












Despite a general lack of multiplane scrolling and Mode 7 effects, the game's still pretty hot graphically. The backgrounds are detailed and do a few neat tricks—weather, water and fire effects especially. Sub-bosses and end-of-level bosses are large, fast-moving and tricky. A few infrequent slowdowns (which increase in two-player mode) do little to detract from the action. Things even blow up *reaaaal* good, which is, of course, the highest compliment you can pay to a game. (*Not!*)

The musical accompaniment to *Pocky & Rocky* makes you feel like you're sitting in a sushi bar, but it also sounds decidedly less synthetic than most cart music. The sound effects are pretty good, considering they're nondigitized.

The game's clearly best suited for two players, but even solitary gamers can enjoy this one. The high difficulty level, particularly in single-player mode, ensures that the game won't be a one-day project. *Pocky & Rocky*, while not groundbreaking, deserves playtime even from the most jaded experts.

—Josh Mandel

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Burlingame, CA 94010
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EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

Three out of four editors used the word "cute," which, while not uncomplimentary, doesn't really help it either. Overall, though, it's challenging and action-filled.

Hillsfar

FCI

For the Nintendo Entertainment System ($54.99)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC				4						
GRAPHICS				4						
PLAYABILITY				4						
OVERALL				4						

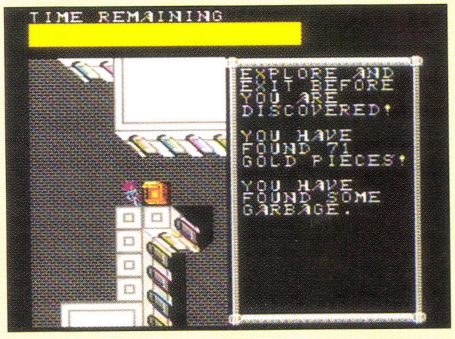
Generally, the D&D (Dungeons & Dragons) moniker brings to mind a mixture of hack-and-slash fun, with some intelligent adventuring thrown in for balance. While *Hillsfar* claims the same heritage as other games from the "Forgotten Realms" series, it bears little resemblance to them other than in name.

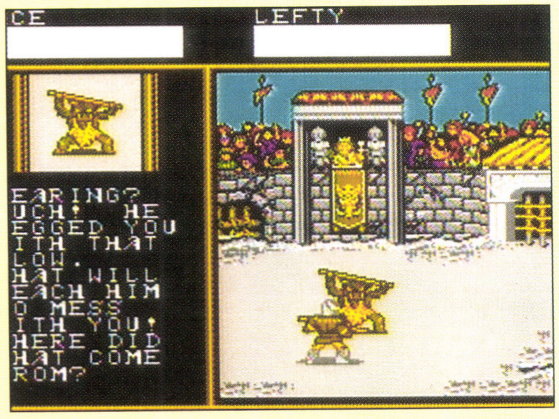
Hillsfar was once an open and prosperous city, until the merchant-mage Maalthir took the reins of power and, with his mercenaries, held the area in a tight grip. Where the story line proceeds from here depends upon your character choice. There are four character classes to choose from, and the way the adventure proceeds depends upon which class you choose. Fighters report to the fighters' guild within Hillsfar, magic users to the Mages' guild, and so on for Thieves and Clerics. The guild masters of the respective guilds decide upon your missions and give instructions accordingly, which means that there are basically four different adventures for the price of only one.

The action centers around Hillsfar itself for the most part, as there are several areas to explore within the town: a cemetery, several sewers, an arena for some hand-to-hand, a target range and, of course, several taverns for the obligatory mug of root beer and a chance to catch up with the local gossip hounds.

Inside Hillsfar, you are given an overhead view of the city. As you move throughout, a message is displayed if your character is adjacent to a place of importance. The main establishments, such as the taverns or the guilds,









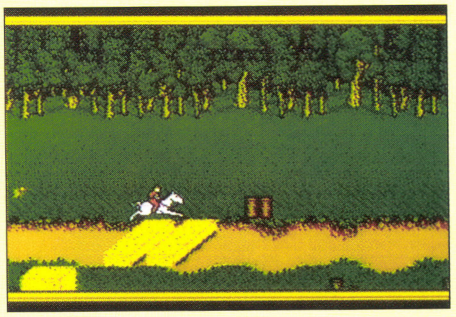
are only open during certain hours, while other generic ones may or may not be locked. Regardless, locks for both doors and the treasure chests that wait behind them may either be picked or forced open, which leads to the exploration sequences.

Here, you're again presented with an overhead view of your character. Within a certain time limit you must grab all the goodies you can from treasure chests scattered about what can be loosely termed as "rooms." Your exit won't appear until half of the time has expired—and as Maalthir's mercenaries start to close in. If you make it to the exit, you are safe with your booty; otherwise, the guards will confiscate all that you have taken and either throw you into the streets or into the arena, to battle your way to freedom.

For a game based on the D&D name, there is little to no fighting, other than the arena. The majority of your time is spent gathering gold, which has limited use, and either picking locks or bashing them open. There is also little adventure or strategy required, and I felt more like I was just wading through the game, rather than being pulled into it. Graphically unexciting and mentally uninteresting, I can't find anything in particular to recommend it.

—Brent Walker

FCI
150 E. 52nd St., 34th Floor
New York, NY 10022
(212) 753-8100







continued on page 54

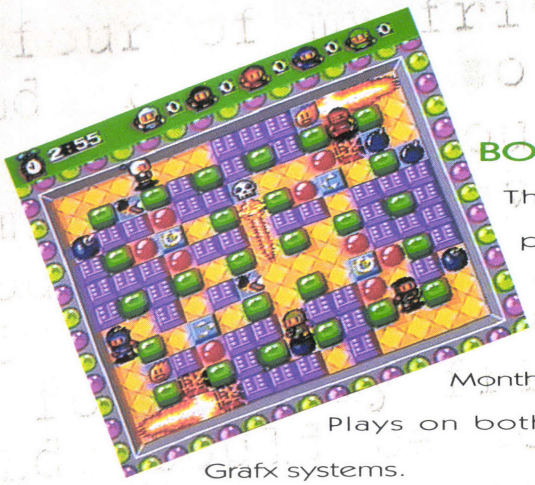
EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE				4						
CB			3							
DM					5					
MD				4						

Chris said it was a sorry excuse for a game, noting that it looked like an old VIC-20 game; Dave brought up the Atari 400. Check your calendar—it's 1993.

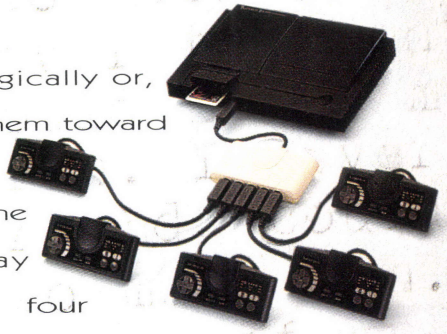

ELECTRONIC GAMING MONTHLY
EDITORS' CHOICE
GOLD
HUDSON GROUP
HUDSON SOFT

I never thought maiming four of my friends could be so much fun.



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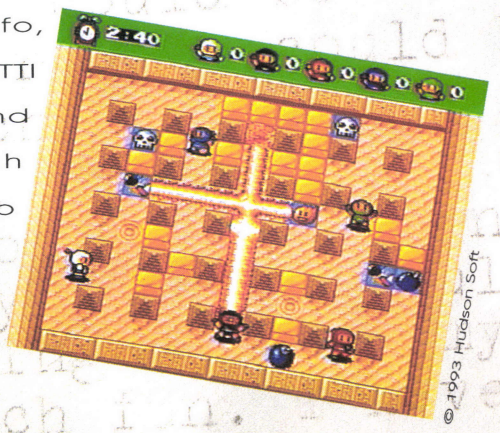


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CIRCLE #114 ON READER SERVICE CARD.

continued from page 51

Magical Chase

TTI

For the TurboGrafx-16/ Turbo Duo ($49.99)

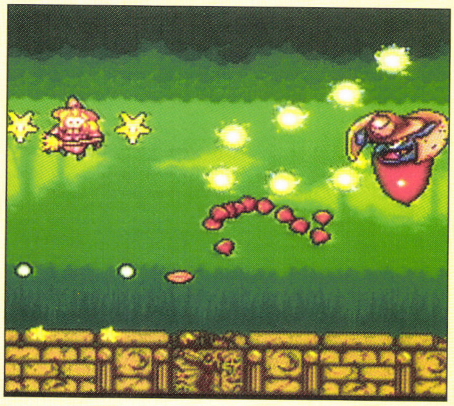
SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

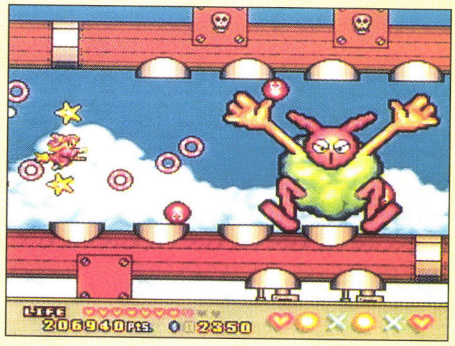
Why do so many TG-16 games look alike? This isn't a complaint, just an observation: It seems like almost every TG-16 game, particularly the scrolling shooters and platform games, has this cartoony, thick-black-outline look that's crisp, clean and yet somehow juvenile. *Air Zonk* and *Magical Chase* are perfect examples, and not only do they look alike, they play alike, too.

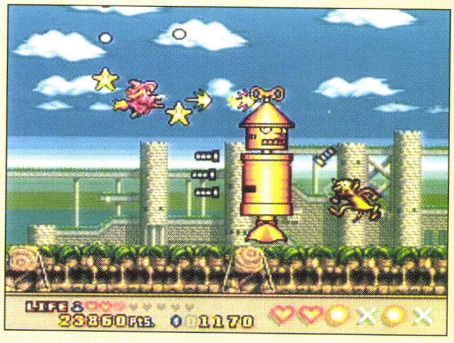
Ripple is a young broom-piloting student of witchcraft who's opened a Pandora's Box of six sleeping demons. Unless you can retrieve the demons (the end-of-level bosses), you will incur the wrath of your powerful teacher. So you take off through six levels of side-scrolling scenery, shooting magic at the myriad enemies, obstacles, bosses and sub-bosses, aided by your two Elf-Star buds who hover around you and add to your firepower.

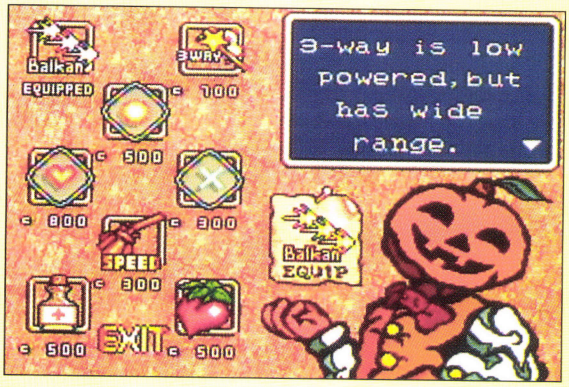
This is one of those many games that offers a day or two of concentrated game play for those of us who are well-trained in the slide-and-shoot arts, but it promises to be a daunting task for the younger or more casual player. The foremost reason for this is that control of the Elf-Stars is more difficult and vague than the equivalent "assistant drones" in similar games. The procedure for their use is very poorly documented; hopefully, this will be clarified in the final printing of the manual. There's a brief, three-level easy mode that's perfect for getting the hang of the stars, in addition to the normal and insane modes.

Another element that makes this game tougher is that there's no way to continue a level from a midpoint, because you only have one life. When that life is over, you must choose to continue (which are unlimited) or start from scratch. Continues start only at the beginning of the last level reached. On one hand, you have a *very* long lifeline, which can be further extended by purchasing more heart "containers" at the shops found intermittently throughout each level (except for the last level, so you'd better stock up before you finish Level 5). On the other hand, collisions are simply impossible to avoid; that long lifeline erodes quickly.











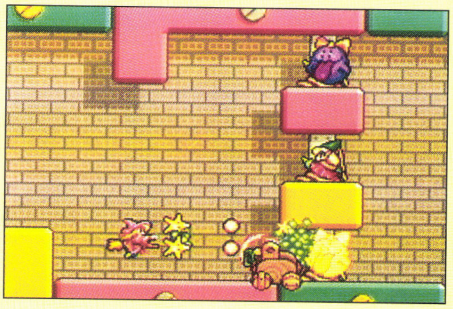
New weapons for you and your drones can also be found at these shops, along with life potions, speedier brooms and one-use-only "superzaps" of one sort or another. You gain money and health restoratives by defeating enemies and swooping down on the loot that's left behind.

Despite the simplistic graphics, there are some very ambitious and well-done special effects: huge sprites, large portions of the screen moving at different rates (and animating at the same time), very frenetic and crowded action with almost no perceivable slowdown and a few extremely fast-action sequences—not quite *Sonic* speed, but certainly respectable. The music is fair, but there are no award-winning scores here; the sound effects are good but not memorable.

Though the game doesn't match the bizarro humor of *Air Zonk* or offer such plentiful high-tech effects as *Blazing Lazers*, it does match them in challenge and playability. Overall, it's fun, adequately difficult and looks pretty good. It just doesn't blow your socks off or surprise you.

—Josh Mandel

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EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	**8**	9	10
DM	1	2	3	4	5	6	7	**8**	9	10
MD	1	2	3	4	5	6	7	**8**	9	10

The word "cute" came up again, but the general consensus was that it didn't get in the way of *Magical Chase*'s design or the intensity of its shooting elements.

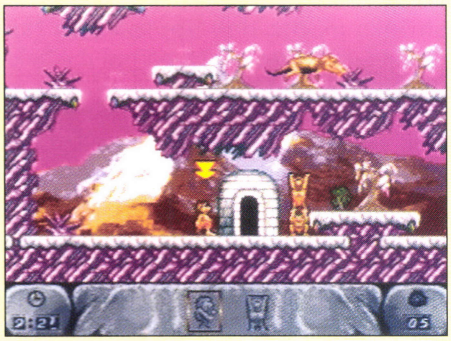
The Humans

GAMETEK

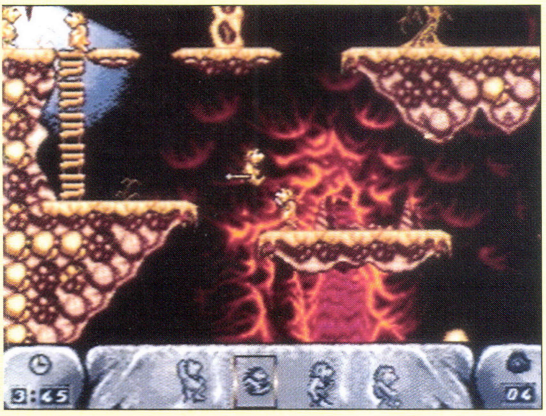
For the Sega Genesis ($64.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

Memo to all game designers: What's the deal with dinosaurs, cavemen and this whole prehistoric thing anyway? The idea itself isn't so bad, but why the horrendously unfunny Stone Age humor, like references to "rock" bands (groan)? The gosh-darn insistent "cutesiness"? There was *Video Ugh-lympics* (renamed *Caveman Games* on the NES), the *Bonk* series, *Trog*, *Dino Land*, the recent *Chuck Rock*, *Congo's Caper* and now *The Humans*.







Let's state the obvious: *Humans* is a knockoff of *Lemmings*, but this isn't the only title to cop the play of an original puzzle game. *Tetris*, *Populous* and *SimCity* certainly inspired a number of wannabes—some good, some bad, but, overall, kind of pointless when considered.

Humans is the kind of puzzle contest that could be termed a "task game." This means you spend most of your time working hard to accomplish a simple objective, yet rarely experiencing the sensation of your intellect being challenged as you're doing it. Accidentally screw up one crucial move...and, whoops!, start over again.

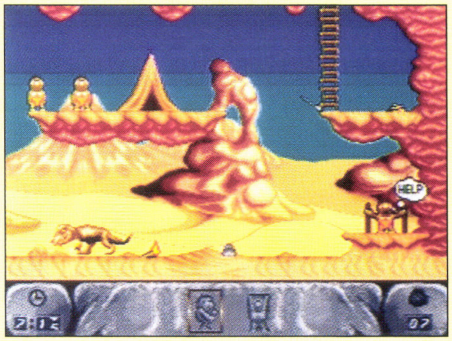
There are 80 levels in which you need to maneuver cavemen characters. A level is completed when you successfully make it so a caveman can attain an item, like a spear or torch, or relocate any number of cave folk to a specified spot. The "puzzle" aspect comes in when you figure out how to make your cavemen overcome obstacles, such as bottomless chasms, lakes of lava, pterodactyls and dinosaurs.

To climb onto a higher level of land, you have to literally stack cavemen atop one another. Crossing chasms or lava pools requires pole-vaulting with a spear. If there's only one spear but more than one caveman who must cross, the one who makes it to the other side has to throw the spear back for the next caveman to use. If a dinosaur is in the way, a caveman can wave a spear or torch to keep the monstrous creature at bay. This is the "puzzle" aspect of *Humans*.

The main fault with *Humans* isn't that it fails to "live up" to *Lemmings* (implying that it should be more like it). Rather, *Humans* fails to live up to *itself*. Print ads, box art and the instruction manual have created the image of a game with humor. *Humans* would pull players in by amusing them, or so it seemed. What the image *really* does is try to compensate for the game's woefully unengaging and slow play.







—Howard Wen

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EDITORS' CORNER

AE	1	2	3	4	5	**6**	7	8	9	10
CB	1	2	3	4	**5**	6	7	8	9	10
DM	1	2	3	4	5	**6**	7	8	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

Dave called it incredibly tedious—hey, he didn't like the PC version either—while Mike tagged it a "sleeper." The smaller characters were a disappointment also.

Tony La Russa Baseball

ELECTRONIC ARTS

For the Sega Genesis ($64.95)

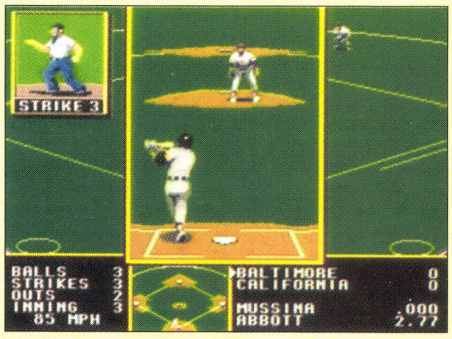
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

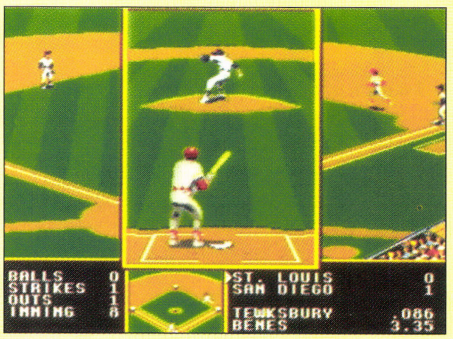
Ever since Electronic Arts released *John Madden Football* and *NHL Hockey*, Sega Genesis sports fans have eagerly awaited "The EA Baseball Game." Now, as the new season begins, EA delivers *Tony La Russa Baseball*.

The game offers the standard exhibition, season and two-player modes found in most video baseball games. The number of games played in season mode can be adjusted from a simple four-team tournament to a complete 162-game schedule. For those not interested in testing their joystick reflexes, the "Manage Only" mode allows you to give batting and pitching signs, position fielders and make player substitutions while the Genesis controls the actual batting, fielding and pitching.

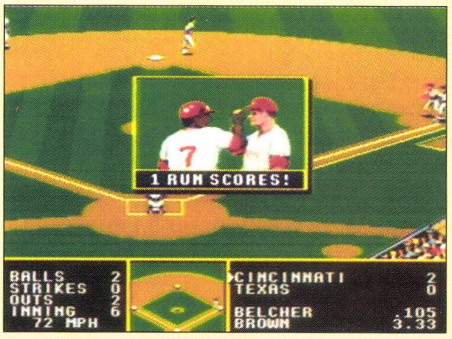
Since the game is licensed by the Major League Baseball Players Association, each team is composed of real players based on team rosters from the 1992 season. Detailed player statistics and ratings are available to help you choose your starting lineup and set the pitching rotation. In "All-Star" mode, you can construct "dream teams" by drafting your favorite players in the league.

The heart of every video baseball game is the pitcher/batter interface. *Tony La Russa*'s feels familiar, while adding some new features. Each pitcher has a fastball, curveball and change-up. The fourth is a "specialty" pitch (slider, forkball, etc.) and varies from pitcher to pitcher. The D-pad is used to select the delivery position, and the longer it's held down during the pitcher's windup, the greater effect it will have. Pressing the C button instead will ensure the pitch is over the plate. The "signs" window lets you pitch out, intentionally walk a batter or hold a runner on first. From the manager's window, you can make player substitutions or select from 22 different defensive alignments.













The player animation is extremely detailed and fluid, especially the pitcher's windup and delivery. Unfortunately, the baseball itself is so coarsely animated it looks like it's under a strobe light. It lurches across the screen, making it difficult to follow when batting and fielding. Fly balls are no problem, due to *La Russa*'s unique fielding indicator: A large round shadow, which shrinks as the ball approaches the ground, indicates which part of the field the ball will land in.

While there are other baseball carts with clearer digitized speech calling the balls and strikes, none has ever nailed the sound of the ballpark organ better than this one. I especially enjoyed the familiar "charge" theme played whenever the home team had runners on base. The crowd noises are unobtrusive and add to the ambience.

The game has some interesting limitations. You can compile team and individual player statistics during a season at the expense of the instant replay. While the battery backup will save the league standings and other options for a season, the statistics will be reset when the Genesis is turned off.

Tony La Russa Baseball's detailed statistics and managing options will appeal to baseball strategists, but arcade players will probably get their hardball thrills elsewhere.

—Jeffrey Tschiltsch

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

EDITORS' CORNER

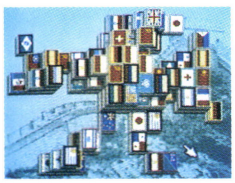
AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

Compared to other EA sports titles, this one didn't fare too well, in Chris' opinion. Everyone, on the other hand, spotlighted the attraction to statistic fanatics.

IT'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



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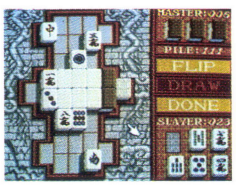
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Super Slap Shot

VIRGIN

For the Super NES ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS						6				
PLAYABILITY						6				
OVERALL					5					

Remember Electronic Arts' *NHL Hockey* for the Genesis? It was great. It was awesome. And do you remember *Mario Lemieux Hockey* for the Genesis? No? Neither do most people, because it was completely outclassed by *NHL Hockey*. Virgin obviously didn't remember either, or else it wouldn't have released *Super Slap Shot* (which is an SNES version of *Lemieux*) to compete against EA's vastly superior *NHLPA Hockey '93*.

Super Slap Shot's main menu is laden with choices: Exhibition, Tournament, Fighting, Shootout, Options and Password. Exhibition and Tournament are a one-game matchup and a 16-team tourney, respectively. Fighting and Shootout allow you to practice your fighting and shootout skills. Password allows you to enter a password to resume a Tournament and restore any game play settings you've previously made in Options.

The Options screen allows you to turn fighting and "pro rules" (offside, two-line passes, icing) on and off; select the toughness of the referee; select the number of minutes in each period (five, ten, 15 or 20); select auto or manual control of your skater; turn "tire lines" (player fatigue) on and off; and switch the 16 teams in the game from cities (eight U.S. and eight Canadian) to international teams. You can even edit each team's strengths and weaknesses in six skill categories, or use their default settings.

It all seems great until you start actually playing the game and notice the first of many flaws that I'm going to gleefully tell you about. The ends of the rink are flat, not rounded, so you can't use the boards for wraparound passes. The puck just hits the boards with a "chunk" sound and bounces back at you.

And speaking of chunks, you'll blow them after viewing the fighting sequence. The graphics are lame, the sound effects seem to be from a kung fu flick and the loser of the fight gets sent to the penalty box (for only three minutes!), while the winner continues to play. Ex-*squeeze* me?! Baking powder? Isn't it silly for this game to glorify and reward fighting when the NHL is revamping its rules to make the game less violent? (You answer, "Yes, it is.")

More problems: The puck is too small and almost impossible to follow; there's not even a sound effect when the puck is stolen away. And stealing the puck is too easy; just skate into the guy with the puck and it's yours. There's no instant replay feature. There are no delayed penalty calls. You can't remove the goalie to put a sixth player on the ice. The list goes on.

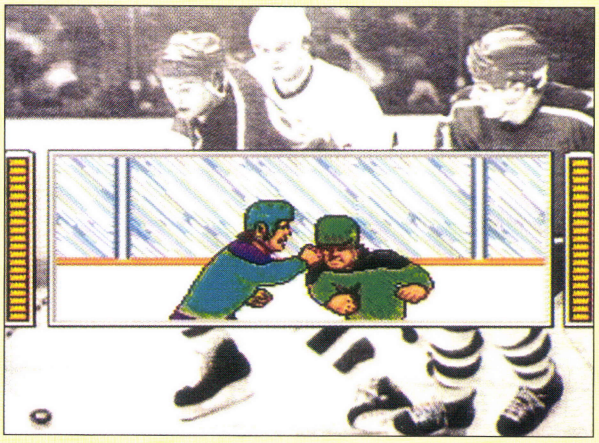
Super Slap Shot's only redeeming quality is a massive statistical database. At any time during the action, pressing SELECT brings up 14 screens full of stats from the current game, from penalty minutes to the "quality" of each goal scored.

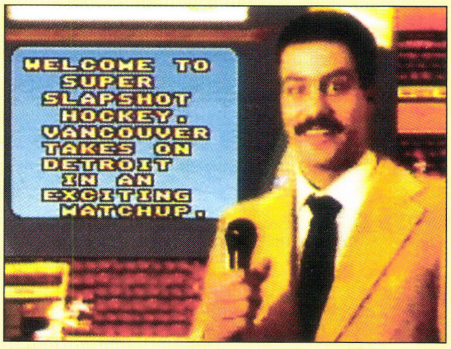
The bottom line is that *NHLPA Hockey '93*—even the SNES version, which pales in comparison to the Genesis version—is a better game than *Super Slap Shot*: more playable, more fun, more faithful to the sport and with actual NHL player rosters. Unless you're a stat-a-holic, *Super Slap Shot* isn't recommended.

—Zach Meston

Virgin Games Inc.
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Irvine, CA 92714
(714) 833-8710













EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE						6				
CB						6				
DM						6				
MD						6				

Little effort was made to improve this, according to Mike, and Chris said it's "stuck with primitive graphics." Andy asked: "Hasn't this been done before?"

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OVER $18,000.00 IN PRIZES!



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Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.50 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

		T			_
H	E	A	V	Y	I
	R				_
S					_
				L	_

MYSTERY WORD

WORD LIST and LETTER CODE chart

HEAVY I	LEAVE.....C	METER .....P	MAJOR .....T
ABOVE .....R	VOCAL ....O	MODAL....A	CORAL .....B
TRILL .....D	ENTRY.....V	SPOIL .....E	MUSIC.....H

CLUE: _____ games!

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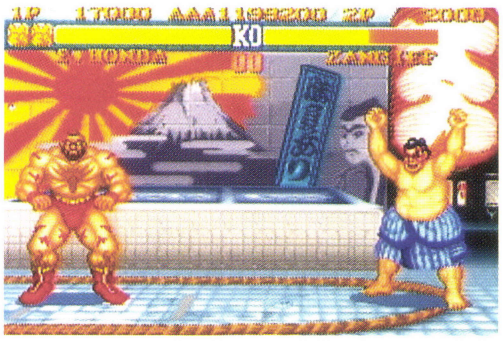
NOT MAD, JUST ANGRY DEPT.

Street Transla

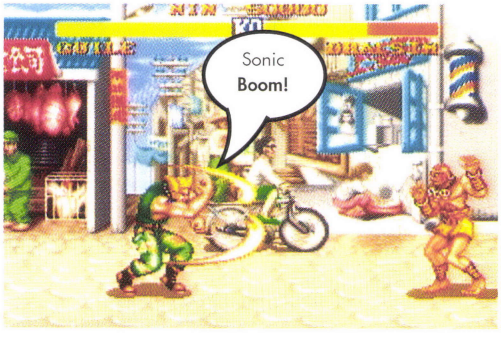
Did you ever wonder what the heck E. Honda says whenever he performs his Sumo Head Butt attack in *Street Fighter II*? Or how about Chun Li, when she winds up for her special Whirlwind Kick—is that Pidgin English or what? Fans of Capcom's sensational beat-'em-up have pondered these nagging questions for too long. It's time to set the record straight, so listen up as VG&CE delivers the inside scoop (with apologies to *Mad* magazine) in our very own unauthorized, uncensored....



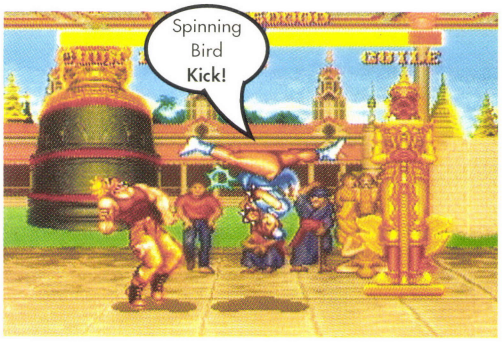
Super NES *Street Fighter II* instruction manual correctly translates this Japanese shout as "Fireball!", though a more accurate translation would be "Wave!" or "Wave Attack!"



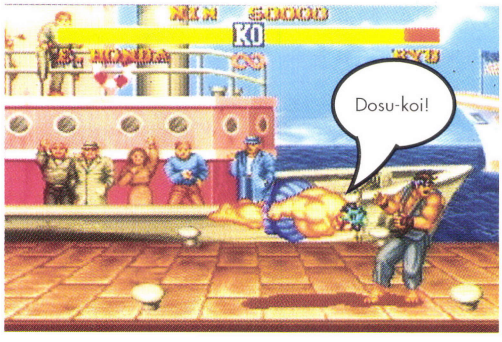
That sign that flashes in the background at the end of a battle in E. Honda's hot-tub stage is a fairly common Japanese phrase, "Shoubu-ari." It means "The outcome (win or lose) has been decided."



An odd choice of words for Guile's special attack: Webster's New World Dictionary defines a "sonic boom" as "an explosive sound that results when the cone-shaped shock wave caused by an object...traveling at supersonic speed touches the ground."



Finally, the truth comes out. Even the official *Street Fighter II Strategy Guide* got this one wrong. Though Chun Li's pinched accent makes it hard to understand, it's definitely "Spinning Bird Kick!" Trust us.



E. Honda spits out this Japanese phrase during his Sumo Head Butt attack, and again when he defeats an opponent. It's a type of battle cry; loosely translated, it means "Charge!"



Like Ryu and Ken's "Ha-do-ken!" fireball attack, this phrase is accurately translated from the Japanese as "Dragon Punch!" in the SNES instruction manual. Taken more literally, though, this one could be interpreted as "Rising Dragon!"



Fighter II
tion Guide

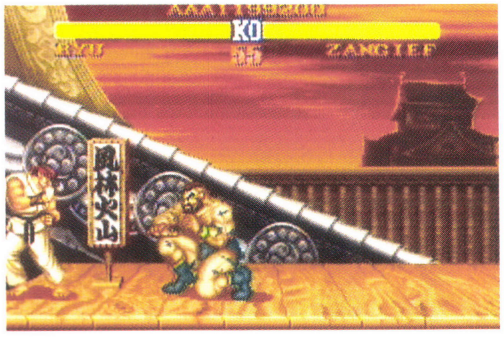
ARTIST: CATHY RUNDELL WRITER: CHRIS BIENIEK



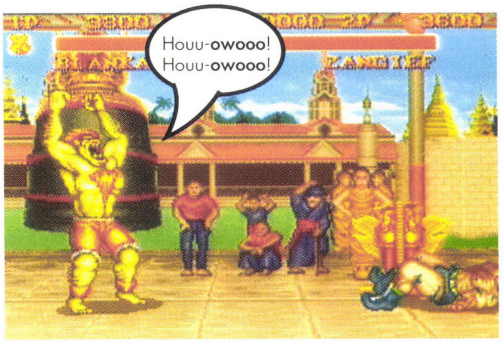
As you may have been able to determine from the surprised smile on her face, Chun Li's victorious "Yatta!" is essentially an expression of contentment and bewilderment. Often interpreted as "Okay!", but a closer English equivalent might be "I did it!"



This was an easy one to figure out...yeah, right! You'll have to listen ver-r-ry carefully to hear all of the syllables of this Japanese phrase, which announces Ryu or Ken's "Hurricane Kick!" ("Tornado Kick!" is another interpretation from our translators.)



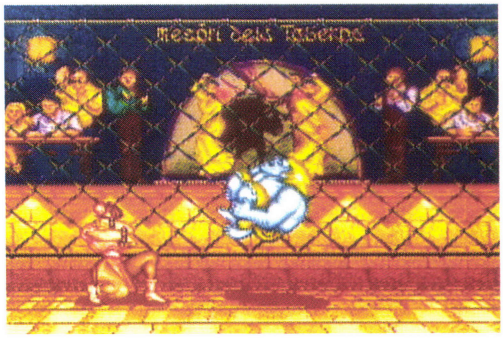
This sign appears on both ends of Ryu's rooftop battleground. Pronounced "Hurin-kazan," it is a time-honored symbol that denotes an ancient Japanese feudal warrior.



Translation: "Yaawwn...time for my nap!" Actually, Blanka's repeated howl doesn't mean anything; we just wanted to make sure you were paying attention.

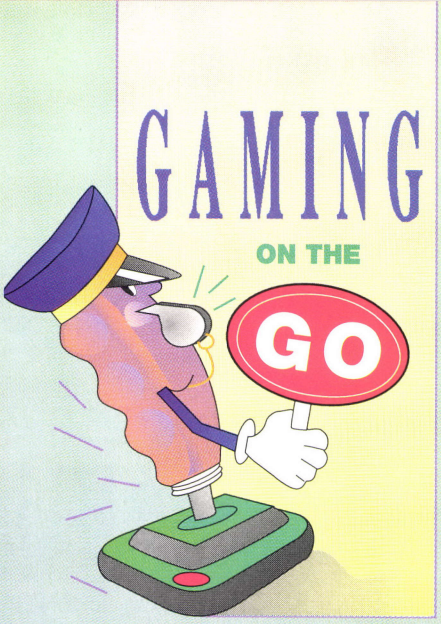


Or "Yoga Fire!" during the smaller of Dhalsim's blazing attacks. Apparently, nobody ever explained to Dhalsim that "yoga" is a discipline of deep meditation, not an ancient barbecuing technique—or that a flame, by definition, is smaller than a fire.



There are other languages besides Japanese in *Street Fighter II*. The flashing neon sign in the background of the Spanish arena where Vega fights is easy to read: "Mesón de la Taberna" or "Restaurant of the Tavern."

GAMING ON THE GO



BY
CHRIS BIENIEK

Here at the VG&CE offices, we just received another package of goodies from Innovation Technologies, an extension of the Ultimate Game Club mail-order outlet. I've mentioned Innovation's Solar Boy in these pages—it's a solar-powered rechargeable battery pack for the Game Boy—and the company has continued to support the portable-gaming scene with dozens of interesting peripherals and accessories. Its strongest-selling items are the Pro Action Replay (a/k/a Game Wizard) cartridges that allow gamers to program their own cheat codes (invincibility, unlimited lives, etc.) for any Super NES or Genesis game. *Gaming on the Go* readers will be pleased to learn that Innovation has just introduced a Game Wizard for the Game Boy.

Innovation's focus on Sega's Game Gear is particularly refreshing. It has marketed its own versions of the Wide Gear magnifying device and the Master Gear adapter that allows Game Gear owners to play Sega Master System cartridges on the go. (It's worth mentioning that Innovation's Master Gear was available several months before Sega marketed the exact same peripheral in its own box.) The Master Link is a neat accessory for those who have purchased the Master Gear; it's a cable that attaches to the Game Gear's Gear-to-Gear port to hook up a control pad for two-player Master System games.

If that's not enough, Innovation has announced plans to market software for the Game Gear—and claims to have the ability to bring out one game per month, if all goes as planned. *Dooley the Dinosaur* is expected to be Innovation's first Game Gear title, but we're going to take a closer look at another Innovation game that will appear at the same time. Hope your batteries are charged up, 'cause here we go....

Street Hero

INNOVATION
For the Sega Game Gear
($39.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

While Innovation's *Street Hero* may not compare to the Game Gear version of *Streets of Rage*, it's certainly an acceptable alternative for those who can't get enough of this type of knuckle-buster. If you can tolerate a bit of weirdness—that is, if your gaming skills can compensate for some quirky bugs—you'll have another *Double Dragon*/*Final Fight* knock-off to...er, knock off.

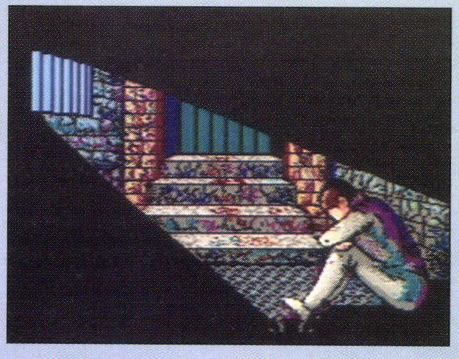


Bulging out from beneath a typically thin plot line, *Street Hero* doesn't try too hard to distinguish itself from your basic "Let's walk to the right and bash in everybody's skulls" game. (Thanks to Josh Mandel for that perfect description of this always popular genre.) You'll punch, you'll kick, you'll fight boss characters and discover special moves.

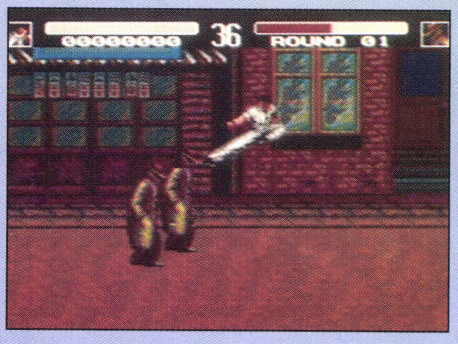
If it sounds a bit dry, it's only because the majority of today's beat-'em-ups offer a lot more features as standard equipment. Layered backgrounds, special weapons and hidden power-ups are taken for granted in the '90s, and, when a game leaves them out, it suffers in comparison to even the most typical of the other games in the same genre. *Street Hero* is sandbagged with playability problems, too; while your character moves and attacks fairly well, you don't always have a sense of complete control over his actions.

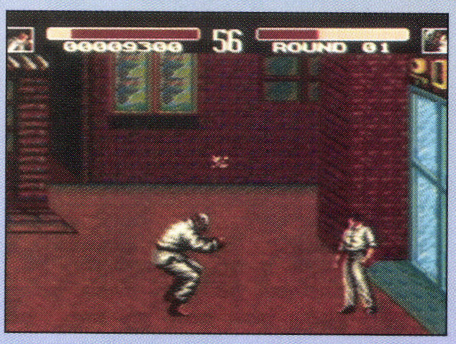
In addition to the control quirks—or, perhaps, because of them—the game doesn't have a very smooth difficulty curve. All of the stages are fairly difficult, even though there isn't much variety in the fighting strategy or appearance of the enemies that shamble in your direction in any given area.

Fortunately, the news isn't all bad. *Street Hero*'s background music is above par, and the level of graphic detail appears at times to be higher than the Game Gear is capable of reproducing. It's not bad for an early effort, but perhaps *Gaming on the Go* readers should take my recommendation with a grain of salt, as I'm a









sucker for any game in which the main character looks like Elvis.

Innovation Technologies
1491 Boston Post Road
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(203) 395-3094

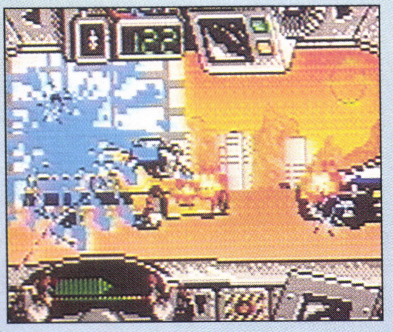
BattleWheels

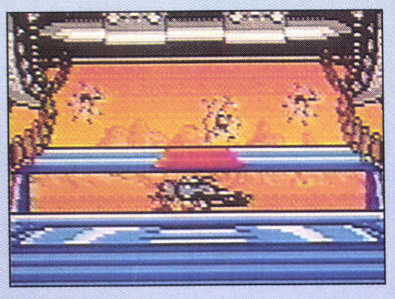
BEYOND GAMES
For the Atari Lynx ($39.95)

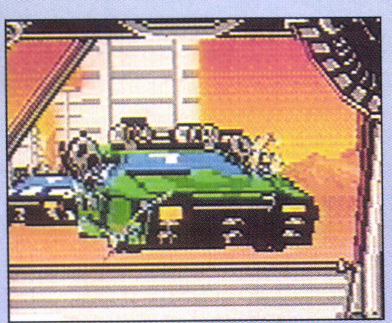
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS									9	
PLAYABILITY									9	
OVERALL									9	

My apologies to Kris and Tim of Beyond Games; sorry, guys, but there's no way I can possibly describe each and every one of *BattleWheels*' features in this relatively tiny review column. Rather, I need most of the space to talk about how great this game is, and why I think it deserves to become a huge hit.









If you liked *Warbirds* on the Lynx or visited BattleTech Center or are a fan of Mel Gibson's *Mad Max/Road Warrior* films, you'll love *BattleWheels*; it incorporates elements from each of these seemingly diverse sources. Set in the year 2019, it's a first-person demolition derby in which two to six armored automobiles are let loose in different arenas to fire at each other with dozens of different weapons.

For those who have already looked at the number ratings shown above, there's no need to beat around the bush; *BattleWheels* has great in-your-face graphics with lots of "scaling" effects, highly addictive game play and a soundtrack that uses the Lynx's stereo capabilities to give you clues about your opponents' locations and the directions of your own missiles. Different button combinations allow you to change weapons, use radar, evaluate the damage to your vehicle (and, if necessary, eject to pursue your enemies on foot) and change your perspective at any time to a rear or side view of the action.

Though it sounds contradictory to the theme of what is essentially a fast-paced, violent game, *BattleWheels* is also a game of subtlety. There are intricate strategies that will guarantee success in each of the different arenas, and there are plenty of reasons why it's worth it to take the time to learn how to use the various weapons (not to mention the positioning of the weapons on your vehicle in the "Custom" mode). You can even obscure an opponent's vision by spraying his or her windshield with neon blue paint. (Here in the VG&CE offices, we've learned the importance of learning to drive backward during a battle.) And the list of features goes on.

Another of the game's strongest assets is its flawless, error-free detection of just how many Lynx machines have been linked together for multiplayer action. A sore spot with certain other Lynx games—like the poorly beta-tested *NFL Football*, which turns a two-player game into a pair of independent one-player games if you press the **PAUSE** button—the ComLynx option is handled beautifully in *BattleWheels*. And I dare say that the amount of fun you'll have with the game increases geometrically each time another Lynx owner joins the fray.

It's also more challenging when you compete against human players. Computer-controlled drivers tend to attack each other with such fervor that one or two vehicles can usually be demolished by the time you get close enough to fire at anybody—and they're not shy about exiting their cars to fire point-blank at the windshield of your rapidly approaching vehicle. (I can sum up the typical player's reaction to this situation in just two words: "Thud! Crunch!")

If you own an Atari Lynx, and if you care at all about the future of the machine, you owe it to yourself to pick up a copy of *BattleWheels*. As a game, it beats the pants off of 85% of the current Lynx library—but as an indicator of what we can expect from Beyond Games in the future, it's a sign of hope for portable game fans everywhere.

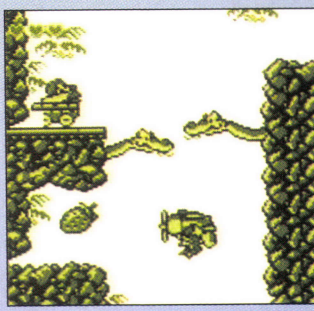
Beyond Games
P.O. Box 2754
Salt Lake City, UT 84110
(801) 533-8512

Tale Spin

CAPCOM
For the Nintendo Game Boy (N/A)

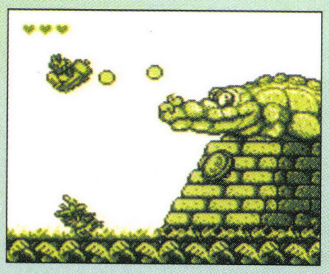
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS								8		
PLAYABILITY								8		
OVERALL								8		

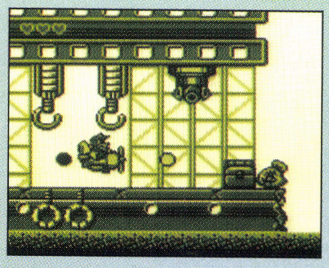
A strong force in the area of Disney-licensed video games since 1988's *Mickey Mousecapade* hit the NES, Capcom can always be counted on for solid toon adventures. *Tale Spin* is no exception, and it's different enough to have earned a review in this edition of *Gaming on the Go* over *Darkwing Duck*, an enjoyable run-and-jump romp that Capcom is releasing for the Game Boy at the same time as *Tale Spin*.





As Baloo the Bear, pilot of a single-prop cargo plane called the *Sea Duck*, you'll soar through four different assignments to







pick up cargo and carry it past the air pirates of the evil Don Karnage. You'll be able to visit your trusted mechanic Wildcat between rounds; he can repair your craft and install upgraded equipment if you've collected enough money to afford it.

If there's anything about *Tale Spin* that can be singled out for criticism, it's the game's length. The fact that you start with only three lives and two continues tends to make it more challenging, but any gamer who can master the *Sea Duck*'s controls with some degree of skill should be able to plow through the game's four stages with ease.

Another of the game's shortcomings is the fact that Baloo never gets an opportunity to flaunt his undeniable charisma. You'll see his image on the title screen and watch him converse with Kit at the end of the game, but during the main action he's just a head and arm that poke out of the *Sea Duck*. I'm not saying that a Mario-style run-and-jump *Tale Spin* game would have been a guaranteed hit (NEC's mediocre *Tale Spin* for the TurboGrafx-16 disproves that theory—and how!), but I would have preferred that the intermissions show the characters talking to Baloo instead of to the "camera."

Some variety in the choice of upgrades available in the hangar would have been nice, too, but such complaints are minor and don't interfere with what is essentially a fun, playable game. *Tale Spin* may be too short and too "cookie-cutter" for an older gamer, but it's still a decent adventure for fans of the TV show.

Capcom USA Inc.
3303 Scott Blvd.
Santa Clara, CA 95054
(408) 727-0400

Jimmy Connors Pro Tennis Tour

UBI SOFT
For the Nintendo Game Boy ($29.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

Though it doesn't have the incredible array of options that carried the Super NES version, UBI Soft's *Jimmy Connors Pro Tennis Tour* still brings a lot of variety to the Game Boy sports scene. Boasting two playing modes (tournament or training) and three difficulty levels, *Pro Tennis Tour* also includes a password save feature and a two-player GameLink option.

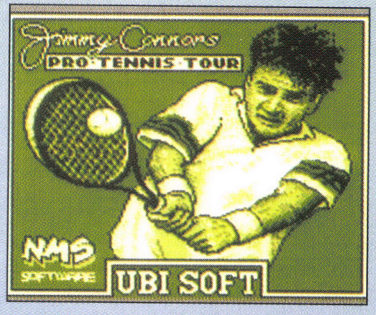
On the plus side, the game play is fairly intricate and realistic. Serving the ball to a specific spot on the court can be frustrating, but you can choose to have the computer deliver a decent serve for you if you're in danger of earning a double fault. It's a challenging game, too, with big differences between the three skill levels. In the "Intermediate" difficulty setting, the computer rockets the ball over the net like a bloodthirsty pro, leaving the highest setting for only the most nimble-fingered game fans.

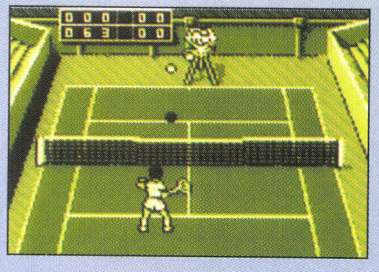
On the other hand, the graphics are a bit on the dorky-looking side, even with fairly large characters on the screen. The players never, ever turn their bodies sideways while chasing the ball around the court, which only serves to emphasize their odd-shaped buttocks. Even worse, the character who faces the screen from the background is always the same size as the foreground character, which—given the three-quarter perspective of the court—makes him look like a nine-foot giant. The music is equally hokey and doesn't even take advantage of the Game Boy's stereo capabilities.

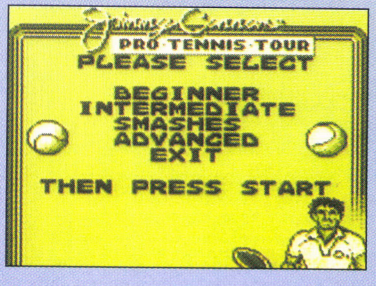
Though it's far from being the worst of the Game Boy tennis titles—it certainly has a lot more to offer than Nintendo's original Game Boy *Tennis* cart—*Jimmy Connors Pro Tennis Tour* never really approaches the audiovisual limits of the Game Boy's capabilities. The wide variety of options and features are the game's strongest suit, though, and there's certainly enough "meat" here to justify overlooking some of the less-obvious flaws.

UBI Soft Inc.
1505 Bridgeway, Suite 105
Sausalito, CA 94965
(415) 332-8749









That's all for this month's edition of *Gaming on the Go*. We'll be back next issue to take a hard look at another batch of portable software for the Game Boy, Game Gear and Lynx. Until then, here's a bit of advice: If you know somebody who owns the same portable game system as you do, make plans to get together with that person for a multiplayer game session in the near future. Whether it's *Faceball 2000*, *Joust* or *Wimbledon Tennis*, you're sure to have a blast.

Reader feedback to this column is always appreciated. Send your comments and suggestions to: VIDEOGAMES & COMPUTER ENTERTAINMENT, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Computer owners with access to the Delphi information service can also contact me via electronic mail sent to user name VGCHRIS, or stop by the "World of Video Games" special interest group and drop me a note in the public forum.

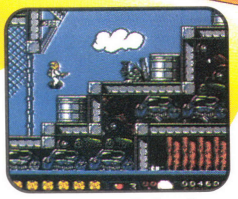
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CIRCLE #103 ON READER SERVICE CARD.



BY
DAVID S. MOSKOWITZ

Strata's *Time Killers*, based on designs by Leif Marwede and Jim Zielinski, features character art from Ralph Melgosa, Dale Kerkman, Scott Artist as well as background art from comic book artist Angel Medina (*Dreadstar, Warlock and the Infinity Watch*).

The most noticeable difference about *Time Killers* its high-level of violence. This was a group decision as co-producer and company owner Richard Ditton explains, "The game is nowhere near as violent as your standard PG movie. Look at the television series *Highlander* where characters are killed by decapitation." The designers also loved the Black Knight scene in *Monty Python and the Holy Grail* and desperately wanted to recreate the feeling of an armless, legless fighter trying to head butt his opponent.

Time Killers also features extensive use of weapons making characters dangerous at a far greater range than in the competition. Marwede, who can finish *Street Fighter II Champion Edition* and *Mortal Kombat* with one quarter, was responsible for the differences in gameplay between *Time Killers* and the competition. Marwede also got what he wanted, far more moves per character and the ability to combine moves, which if printed, would have filled over one-half of this magazine.

What proceeds on the following pages are some of Lief Marwede's own personal tips and strategies on how to survive in *Time Killers*.

BUTTON & JOYSTICK KEY

- ● Head
- ↗ Weapon Arm
- ↖ Back Arm
- ↘ Weapon Leg
- ↙ Back Leg

JOYSTICK POSITIONS

NOTE: Joystick positions are assuming the character is facing right. Flip the left-right orientation if the character is facing left. However, the button pattern is the same regardless of orientation.

- ⇧ Straight-up
- ↗ Up-right
- ⇨ Right
- ↘ Down-right
- ⇩ Down
- ↙ Down-left
- ⇦ Left
- ↖ Up-left

In the text, commas indicate sequence. If they're not present, actions must be simultaneous.

TIME KILLERS BASICS

All buttons are pretty much self-explanatory—each causing the appropriate attack. Same for the joystick. Hitting a button once and flailing on it will often produce different reactions.

But before getting into detailed character descriptions, here are some universal actions.

JUMPING

As with most fighting games, pushing the joystick up will cause characters to jump. However, in *Time Killers*, holding the joystick up will extend the jump.

DECAPITATION



Hitting all five buttons at once will lop off limbs and possibly the head if your opponent doesn't defend properly.

TRIPPING

⇩ and either ↘ or ↙.

DEFENSE

There are three ways to defend against attacks.

1. Joystick away: this will defend against damage but the blow will still knock you backwards.
2. ↖↙ defends similarly, but you're not knocked back as far.
3. Weapon defend: It's weapon against weapon. This is difficult to learn, but extremely useful.

STUNNING

Unlike other fighting games, characters are stunned not by overall damage, but by the number and severity of attacks to the head.

THE WARRIORS



Mantazz

The most bizarre of the combatants, Mantazz is a hybrid based on the creature from *Alien* and a preying mantis.

Strategy: Mantazz fighters should take advantage of the ranged attacks. Also Mantazz should try to back opponents against the wall and use ginsu chops. Mantazz's head attack is especially deadly, but that head is attached to a long exposed neck.

Strategy against: Mantazz's arms are sharp enough for them to be your prime target. Try to slice them off as soon as possible, but don't forget about the eye-beams.

SPECIAL MOVES

Fast-eye beam: ↙, ⇩, ↘ then ●
Slow-eye beam: ↘, ⇩, ↙ then ●
Low-eye beam: ⇩ then ⇩ ●
Fly: Jump in any direction, then while airborne tap ⇦, ⇦ or ⇨, ⇨
Elbow-spinning double kick: Get close then hit ⇨ ↘↘
Super spin to trip your opponent: ⇩ ↘
Helicopter decapitation: ⇩ ● ↗ ↖
Airplane decapitation: ⇦, ⇦ ↗
Ginsu chops: Flailing ↗ ↖
Double kick: ↘ ↙
Super-extension kick: ⇩ ↘ ↙
Double-elbow hurl: Get close then ⇨ ↗ ↖

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CIRCLE #103 ON READER SERVICE CARD.



Matrix

A combination of Ripley from the *Alien* movies and Jedi warriors from *Star Wars* (notice the mechanical rear hand).

Strategy: Matrix is the second fastest character whose telescoping rear hand should be used to attack from a distance. When using the "eat my feet," launch another attack immediately after her feet make contact.

Strategy Against: The rear arm is her best weapon, so chop it off first.

SPECIAL MOVES

Flying super head butt: While airborne, ● ↗ ↙
Extension punch: ⇨, flailing ↙
Eat my feet (feet first flying kick): ⇩ ↘ ↙
Tornado spin: While airborne, ↗ ↖ (Be careful though. Once she starts spinning, it's tough for her to pull out of it.)
Super uppercut: ⇩ ↗
Airborne decapitation: While airborne, ● ↗ ↖ ↘ ↙



Orion

Another character similar to a Jedi warrior. More mechanical than Matrix, his gravity controlling body produces some of the more interesting effects.

Strategy: Take advantage of Orion's gravity tricks by jumping back and forth and then following them up with the hurling kicks. Also, take advantage of his speed with multiple attacks. Be prepared to defend before launching counter attacks.

Strategy against: Get underneath and fire away uppercuts (get close then C).

SPECIAL MOVES

Spinning drill: ⇧, ↗, ⇨, ↘, ⇩ ↘
Gravity throw: While airborne ⇨, ⇨ or ⇦, ⇦ depending on gravity shift
Forward roll: ↘ ↗ ↖
High hurling kick: ↘ ↙
Low hurling kick: ⇩ ↘ ↙
Airborne decapitation: While airborne ● ↗ ↖ ↘ ↙



Musashi

Japan's King Arthur. He was the subject of a 1960's Japanese television series starring Toshiro Mifune. Musashi also wrote business bible *The Book of the Five Rings*.

Strategy: Musashi is especially fast so when you attack, never let up. Use the back hand extensively as you would with Matrix, but because it's vulnerable, get in close.

Strategy against: Try to aim for the head. It is slower and more vulnerable than the rest of him.

SPECIAL MOVES

Butterfly: ⇨ flail ↗, or ⇨ ↗ ↖
Quick slice: ⇨ flail ↖
Airborne decap: While airborne ● ↗ ↖ ↘ ↙
Flip to head: ↘ ↙
Back slam: ⇩ ↘ ↙
Groin slice double: ⇩ flail ↗
Quick groin slice double: ⇩ flail ↖



Lord Wulf

King Arthur down to the battle cry, "Excalibur!"

Strategy: Wulf is one of the slower characters so keep your distance. His sword itself is one of the longer weapons.

Strategy against: Learn to defend against the sword and get in close.

SPECIAL MOVES

Lightning bolt: ⇦ ●, ⇨
Fast decap: ● ↗ ↖
Sword in ground kick: ↘ ↙
Super kick: ⇩ ↘ ↙
Super upper cut: Get close then ⇨ ↖
Quick-slide uppercut: ⇨, ⇨, ↖
Airborne decapitation: While airborne, ● ↗ ↖ ↘ ↙



Rancid

A hard-edged punker loosely modeled after Ash from the *Evil Dead* films.

Strategy: When fighting with Rancid, think high and low (e.g., use airborne and crouching attacks only). Try jumping off of the back wall into an airborne chain ride.

Strategy against: Use numerous small jumps and get inside.

SPECIAL MOVES

Chain Ride (a blade first dive): ⇦, ↙, ⇩, ↘, ⇨ ↗ ↖
Airborne chain ride: ⇧, ↗, ⇨, ↘ ↗ ↖
Head dance (pounding on the face mid-air): While airborne, ↘ ↙ and push the joystick in the direction you want to do your multiple attacks
Groin launch: ⇨ ↗ ↖



Leif

Strata wanted a Conan-styled character with a sharp weapon.

Strategy: Leif's a slow one so don't think subtle. Go for the head splitter and running head butt as often as possible. Your best defense is the cuisinart.

Strategy against: If possible, keep your distance or at least stay airborne since the cuisinart can be jumped over.

SPECIAL MOVES

Fast decapitation: ⇦ ● ↗ ↖ ↘ ↙
Cuisinart: ⇩ ↗ ↖ then spin joystick from ⇨ clockwise to produce more blade spins
Super kick: ⇩ ↘ ↙
Axe pole vault: ↘ ↙ then while in air ↗ for high follow-through or ↖ for low follow-through
Head splitter: while airborne, ↗ ↖
Running head butt: ⇨ ● to start, but you may then ⇦ for a sudden stop or ⇩ to execute a sliding attack. Don't let the helmet fool you, crashing into the wall will still stun Leif.
Flying cuisinart: ⇨, ↘, ⇩, ↙, ⇦, ↖, ⇧, ↗ (one clockwise rotation from ⇨) then ↗ ↖



Thugg

Originally planned to be a tomahawk waving Indian, Thugg left that shtick to Jane Fonda and became a more politically correct caveman.

Strategy: The slowest character, Thugg is also Leif Marwede's favorite for he has more possible combination attacks than anyone else. Against airborne characters, Thugg should try to get underneath them and then super kick.

Strategy against: Thugg is slow so get in close and flail away.

SPECIAL MOVES

Spit fast: ↙, ⇩, ↘ then ●
Spit slow: ↘, ⇩, ↙ then ●
Flip combo: ⇨ ↘ ↙ then while airborne ↗ to chop with your axe or ↖ to pound your opponent's skull in.
Body launch: ⇩ ↘ ↙ then while both legs are extended hit ↖ for lobbing launch, ↗ for medium range launch or ↗ ↖ for quick launch
Running head butt: ⇨ ● to start but then you may ⇦ for a sudden stop or ⇩ to execute a sliding attack. Thugg has even less upstairs than Leif, but head-butting a wall will still damage him
Pound the ground: ⇦ ↗ this will bounce your opponent toward you and flailing on ↗ will do it even faster.
Supper uppercut: get close then ⇨ ↖
Super kick: ↘ ↙
Fist-axe double-shot: Get close then ⇨ ↗ ↖
Elbow-low kick double: Get close then ⇩ ↙
Fast decapitation: ⇦ ● ↗ ↖ ↘ ↙

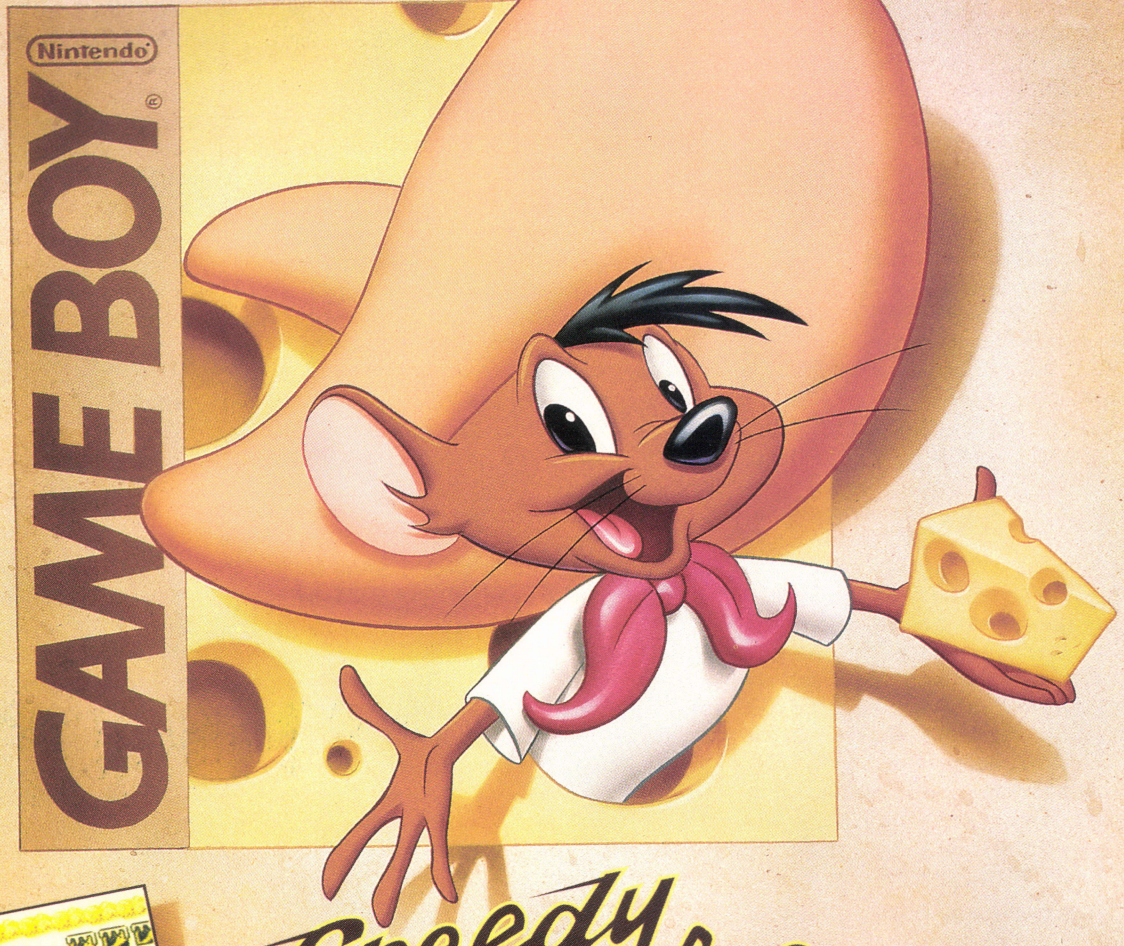


Death

Anyone who defeats everyone gets to fight Death for immortality. Death's attacks are fast and long ranged, so plan on counter-attacking (i.e., defend then attack). In the second (or third if necessary) round, when Death gets dazed, you must decapitate him (?) or else the Dark Angel will fully regenerate and renew the battle.

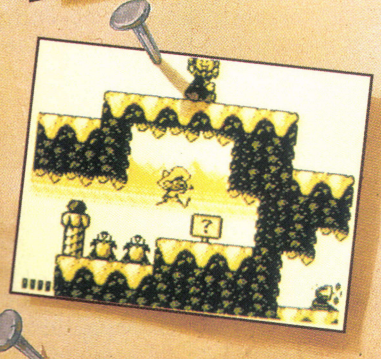


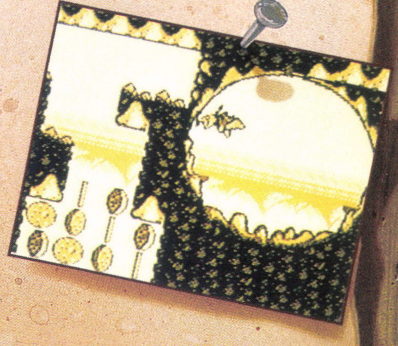
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CIRCLE #119 ON READER SERVICE CARD.

Welcome to *Q & A* for May 1993. We've all just about recovered from the CES by now, which only means we're more rested than ever and ready to answer your questions.

Before we start, a *Q & A* update: In our March issue, we said that, while *Twilight 2001* was scrapped, *Mega-Traveller 3* was still on schedule. Unfortunately, that's changed, and Marc Miller won't be seeing a third installment of his baby anytime soon. Nevertheless, its replacement is even more exciting: All we can say right now is that it includes a lot of blood and even more advanced circuitry. Keep watching VG&CE's *Previews*.



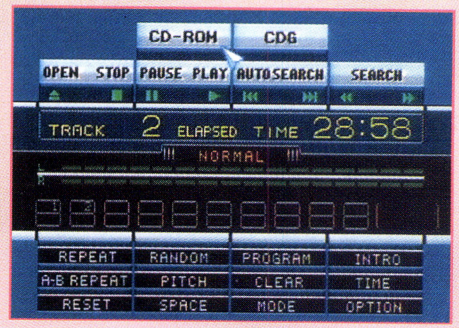
Q I am thinking of getting a Wondermega or a Sega CD in the distant future. I have two questions about them.

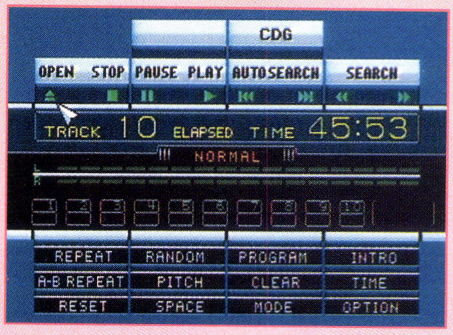
1. Will Sega CDs play on the Wondermega or vice versa?

2. Will the CDs have the same graphics and music if played in either system?

—Andy Prugh
Waterloo, Iowa

A We've tested playing Sega CD games on the Wondermega and vice versa. The results were essentially the same as those we got when we tried playing Sega CD games on its Japanese equivalent, the Mega CD. What happens is that the CD-ROM button on the control panel menu disappears from the screen, thus disabling you from playing the game. By the way, our Wondermega is a Japanese version, since no U.S. version is available as of this writing.





On the other hand, if you try playing Mega CD games on the Wondermega, they do play. Our conclusion is that Sega CD games will eventually be compatible with the U.S. version of the Wondermega when and if it's released.

To answer your second question, the graphics and sound capabilities of the two machines are the same, but the Wondermega also has MIDI and karaoke capabilities.

Q I currently own a Sega Master System (SMS), a TurboExpress, a PC and a Turbo Duo. I have a few questions concerning the Turbo Duo. When is Turbo Technologies Inc. (TTI) going to get its act together and start producing some good games? *Loom*, *Shapeshifter*, *Prince of Persia* and *Gate of Thunder* are about the only good games currently out. It seems as though TTI is in a slump. What's the problem?

Is TTI going to bring out a good flight simulator like the Sega CD's *Cobra Command*? Now that the Turbo Duo can hold more memory, this would be great. Also, I was wondering if you could fill me in on *Fighting Street*, one of the old TG-CD titles. Is it a *Street Fighter II* clone?

And, finally, what's up with the new Turbo Duo ads? Who cares which system was first? They should be spending their money on developing new Super CD games instead of bickering over who was "first"!

Keep up the good work, and don't cheese out.

—Eric Payne
Big Bear Lake, California

A TTI, admittedly, hasn't been a prolific producer of outstanding games, but it's still too soon to give up on the company. Keep an eye out for the new shooter, *Lords of Thunder*, as well as *Shadow of the Beast* and staff favorite *Bomberman '93*. TTI will also release an American version of *Magical Chase*, which was voted second-best PC Engine game of all time in Japan. It's a wild horizontal shooter with characters that make *Air Zonk* look tame in comparison.

Working Designs recently produced the excellent *Cosmic Fantasy 2* and is currently working on *Exile 2*, as well as Super CD versions of the Neo•Geo games *King of the Monsters II* and *World Heroes*.

Fighting Street was essentially a clone of Capcom's *Street Fighter*, which was a jump-and-attack game nothing like *Street Fighter II*. Beat-'em-up fans have a lot to hope for with *Riot Zone*, which is a *Final Fight*/*Streets of Rage* clone.

As for the new TTI ads, we also were disappointed with the rather petty, confrontational nature of the early Johnny Turbo adventures. However, TTI has changed its focus in its advertising, away from the comic-book strategy, to that of a more product-oriented presentation. After all, that's what an ad is for, right?

Q I was recently touting to my brother the great potential I saw for the game *Lemmings*. As he was playing, I mentioned that a game like this must sell millions of copies. He said, "No way. There aren't even a million computer gamers." Being the competitive types that we are, we set out to find the answer to our little question, but managed to reach dead end after dead end—people either have no clue, have been leery of us or are working for the CIA or something.

Do you know how many copies a hot computer game like *Lemmings* or *Tetris* might sell? If not, perhaps you could give us an alternative source to pursue.

—Rob Peloquin
Enfield, Connecticut

A We don't think the CIA is involved, but not all companies like to give out sales information. Those who do can qualify for certification from the Software Publishers Association (SPA). The highest level the SPA awards is platinum for 500,000 or more copies sold.

For a program to get to the 1-million mark generally requires cartridge translation, but some computer best-sellers include Brøderbund's *Where in the World Is Carmen Sandiego?* (500,000), Spectrum HoloByte's *Tetris* (250,000),

Epyx's *Summer Games* (250,000), Maxis' *SimCity* (250,000), Sierra On-Line's *King's Quest V* (250,000) and Origin Systems' *Wing Commander* (100,000).



I have a few questions. I was wondering if Sega had any plans to rerelease the *Phantasy Star* games on one CD and update the graphics, sound and add voices. Would it do this with other successful series like *Alex Kidd* or *Shinobi*?

Secondly, is there any game company that will make a handheld system that uses CDs, whether they are single-size or full-size CDs?

Also, if Capcom releases *Street Fighter 2* for the Genesis, do you think it will release *Street Fighter*, *Street Fighter 2* and *SF2: Championship Edition* on one CD?

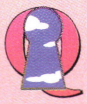
—Josh Dieckman
Aurora, Nebraska



Josh, although Sega had planned to issue several CDs containing older games, it hadn't planned on making any changes to the original programs. These plans have currently been put on hold, but at least *Revenge of Shinobi* comes with the Sega Classics disc packaged with the Sega CD.

No one at this time has any plans for a handheld CD system. That doesn't mean that the technology is nonexistent, however. Sony has begun to manufacture players for a new type of small CD that utilizes new laser compression techniques. The advantage of this new disc is that the portable players aren't prone to the same skipping that Walkman-type CD players have been plagued with. The main prohibition is, of course, the cost to both the manufacturer and the consumer, who would have to create and buy a whole other type of disc. Unless the Sega CD and Turbo Duo take off beyond any marketing department's most exaggerated expectations, don't hold your breath.

Three *Street Fighter* games on one CD? Until the market is so flooded with competitive *Street Fighter II* clones that there's an actual need for a gimmick like that, don't bother saving your money. However, weirder things have happened in this industry.



This is the first time that I have written to you, and I would like to ask some questions:

1. Are there any other companies outside of those in the U.S. and Japan that design games for 16-bit video-game systems and computers?

2. What equipment is necessary to design games for 16-bit video-game systems and computers, and how many people are necessary for satisfactory work?

3. Are there schools in the U.S. where people can learn how to design and program games?

—Nelson Ricardo
São Paulo, Brazil



Most of the software developers are still in the United States and Japan, but a growing number are in Europe. France currently serves as home to Coktel Vision (*Gobliiins*, *Gobliins 2* and *Inca*), Cryo (*Dune*) and Infogrammes (*Alone in the Dark*).

U.K.-based developers include Ocean (*Push-Over*, *Robocop 3D*, *Elf*), Rare (who developed *Battletoads*), B.I.T.S. (*Spider-Man: Return of the Sinister Six*) and Codemasters (*Micro Machines*, *Ultimate Stunt Man* and *Bignose the Caveman*).

How much equipment and how many people you need depend on what kinds of games you want to program. For example, to program any IBM PC game, all you need is a PC with sufficient processor speed, memory, graphics capabilities and software tools. However, better equipment may make your job easier. For example Id Software (*Wolfenstein 3-D*) does its work on the Next. Also, many of the larger companies employ full-time, or at least free-lance, artists and musicians to embellish the games, in addition to many testers. If you want to publish high-quality shareware, that can pretty much be done solo, but, if you're planning games that are up to the standards of MicroProse, Virgin, Electronic Arts or any of the growing monoliths, prepare to raise a lot of money for staff.

Video-game programming can be accomplished with fewer people, but you'll need a special hardware developer's kit, in addition to the computer on which you will be doing much of your programming. This can cost you up to $100,000 or more.

Most computer programming courses will help you develop the skills needed to program a successful game, but few, if any, specialize in games. Here's the one professional journal you may want to subscribe to:

The Journal of Computer Game Design
5251 Sierra Road
San Jose, CA 95132



I used to play on my NES *a lot*—a couple of years ago, that is. There's only one game that I miss and wish I could find another of its kind to experience on a 386-based PC: *The Legend of Zelda*. Is there any game for the IBM PC that is comparable in type, genre and graphics and is just plain sort of like it?

Someone I talked to in a computer store suggest *Sorcerian*, but the box said it was a role-playing game—yuk.

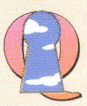
If you don't know, then maybe someone out there might have a suggestion for me?

—Steve Gatewood
Brownsville, Texas



Without a doubt, the *Zelda* games are the best reasons to get a Nintendo console, be it a Game Boy, NES or SNES. Unfortunately, there are depressingly few action role-playing games, if any, for computers. If what you want is jump-and-punch side-scrolling like *The Adventures of Link*, with the occasional puzzle, try *Gods* (Konami) and *Shadow of the Beast* (Psygnosis). It might not interest you much, but Sierra On-Line's *Quest for Glory III* features a combat system that involves timing, if nothing else arcade-style.

You've asked for reader suggestions, so...anybody? Send them to us, and we'll pass them along.



I have a question about *Street Fighter II*. I heard there was a code that lets you play the last four guys. Is there one or not? If one exists, could you please tell me what it is?

—Darvin Quintana
Lynwood, California



The code that has been trumpeted by less scrupulous video-game magazines is truly bogus. Character control is iffy at best, but that's minor compared to what the characters look like.

If a Game Genie or Action Replay code that really works is discovered, rest assured we'll have it in VG&CE.

That's it for this month's *Q & A*. Remember, the more questions you send in, the more info you get out of *Q & A* and VG&CE.

Please send your questions, comments and corrections to:

VIDEOGAMES & COMPUTER ENTERTAINMENT
Attn: Q & A
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

COMPUTER GAME PREVIEWS

FIRST LOOK

Rome

MAXIS

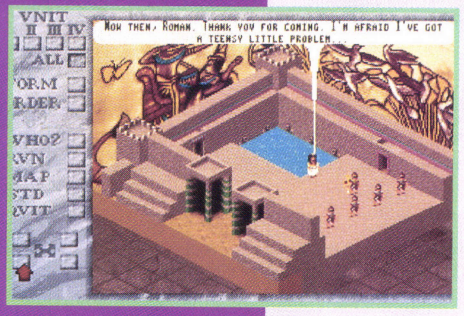
Version Previewed: IBM PC

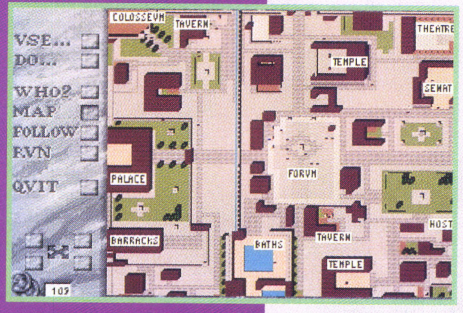
Ancient Rome was a pretty tough place to be a slave. Only those serving the emperor (or at least a senator) could even hope for tolerable sanitation, food and treatment. Even then, the most a slave could hope for was freedom, not power.

But Maxis, a company best known for its egalitarian and politically correct software, has given Hector, a slave serving at the very foot of Mount Vesuvius, a chance to become emperor.

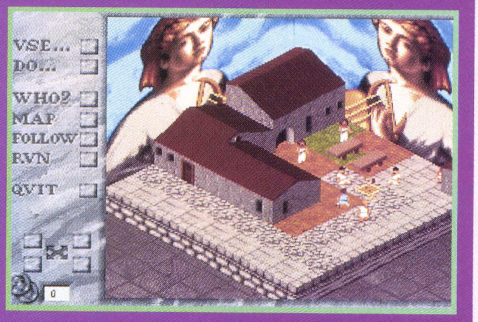
To raise his status, Hector will need to sink to levels lower than his former masters, as well as perform feats of great courage and intelligence (i.e., complete all six levels of adventure). During this quest, he will travel through Britannia and Egypt in additon to Rome.

And in case anyone feels that being a slave isn't so bad, remember that Hector starts the game below a very highly active volcano.









Kronolog

MERIT

Version Previewed: IBM PC

As if being racist and genocidal wasn't enough, it turns out that the Nazis were eco-terrorists as well.

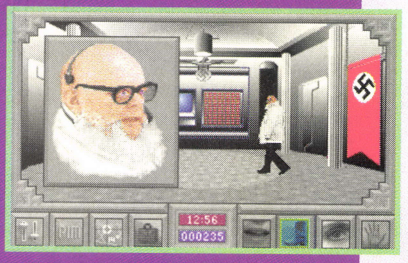
The year is 2020, and not only have the Nazi's won World War II, they've also killed your son, who was investigating their plans for a new master race.

Your only hope lies in an experimental time machine. With it, you must sabotage Nazi efforts in the present and the past. Helping you out is a PIM, the latest in 21st-century personal information managers. The information you gain will determine whether or not the world will be free from the swastika.

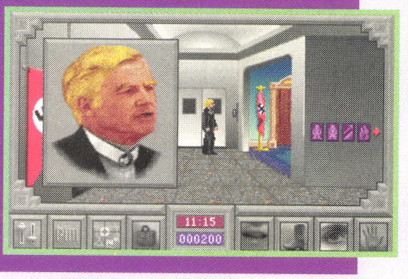












Realms of Arkania

SIR-TECH

Version Previewed: IBM PC

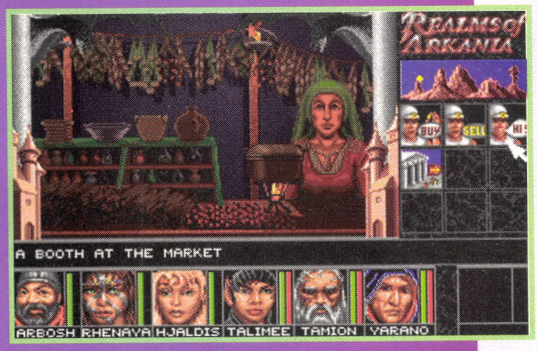
Dungeons and Dragons may have swallowed most of the American role-playing audience, but, in Germany, which has its own rich fantasy tradition, *Das Schwarze Auge* reigns supreme. And now the computer version of this German hit comes to America and its gamers as *Realms of Arkania: Blade of Destiny*.

Realms' 3-D perspective maybe be familiar to most RPG fans, but what will delight strategists is the combat mode. Fought on a special 3-D isometric screen, battles require more tactical skill than most RPGs, as players must maneuver their characters in fights where character placement is as important as character power.

Realms also boasts 200 different magical spells represented by 85 different animations and all of the herb-and-monster lore possible in a country covered with medieval castles.

In addition, players can split and re-form parties, so those who prefer to slowly build a juggernaut rather than a well-balanced party will have their chance.









Wayne's World

CAPSTONE

Version Previewed: IBM PC





The success of the *Wayne's World* movie proved that even the dumbest of ideas can succeed with competent writing and enough fresh talent behind it. Now, license-maven Capstone seeks to bring that same wacky humor to the computer arena.

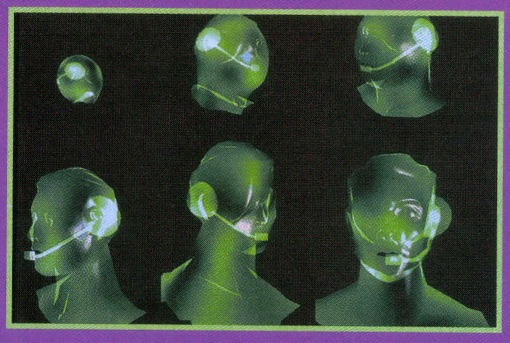
Wayne's World is the graphic story of Wayne and Garth's desperate attempts to save robo-babe Cassandra from the Decent Organization of Dedicated Obscenity Opponents (DOODOO), which seeks to erase anything remotely fun.

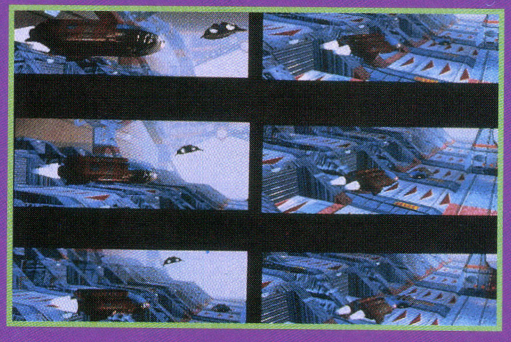
Wayne's World will feature numerous digitized photos and all of the camera gimmickry that has made the feature one of the strongest *Saturday Night Live* skits in years.

The Koshan Conspiracy

UBI SOFT

Version Previewed: IBM PC with CD-ROM

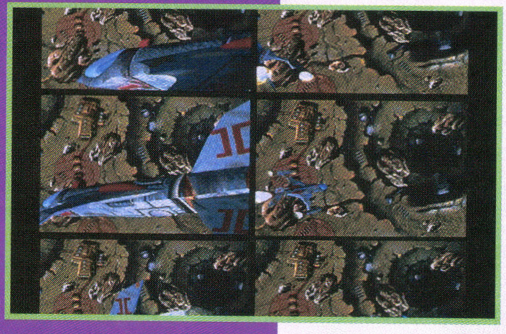


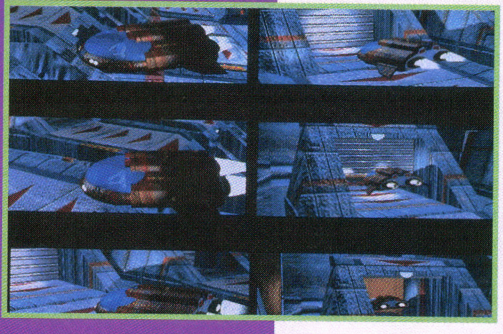


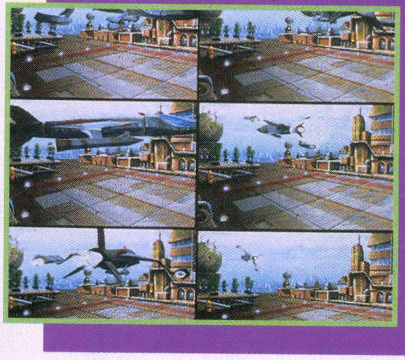
The French like their games complicated, so Paris-based developer UBI Soft packed several flight simulators and other various arcade games into its strategy/adventure, *The Koshan Conspiracy*.

This may have been a bit overpowering, so, in addition to new animated sequences and a fantastic soundtrack (demoed exclusively for VG&CE in UBI Soft's Paris offices), the CD-ROM version will feature an expanded and more user-friendly interface throughout the game.

The CD-based version will also feature speech tracks covering all conversations—no matter what the alien race may be. And if the music isn't enough, players must listen to French actors delivering English lines with "alien" accents. Not to be missed.

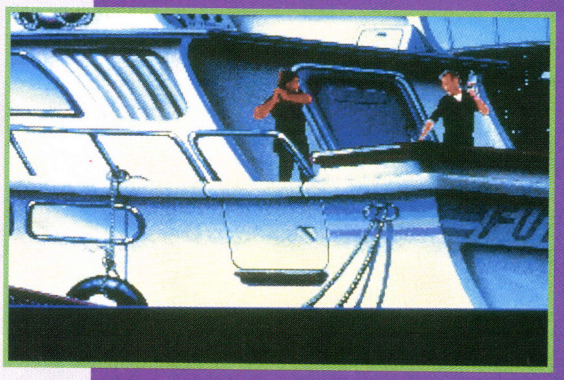












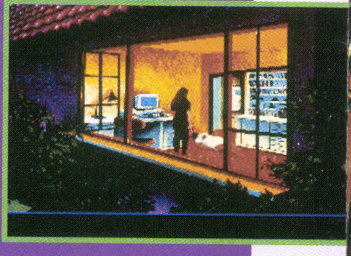
Blue Force: The Next of Kin

TSUNAMI

Version Previewed: IBM PC

Sierra On-Line may have Daryl Gates working on the next *Police Quest* game, but *Police Quest*'s original developer, Jim Walls, has moved to Tsunami, where he's producing *Blue Force: The Next of Kin*.

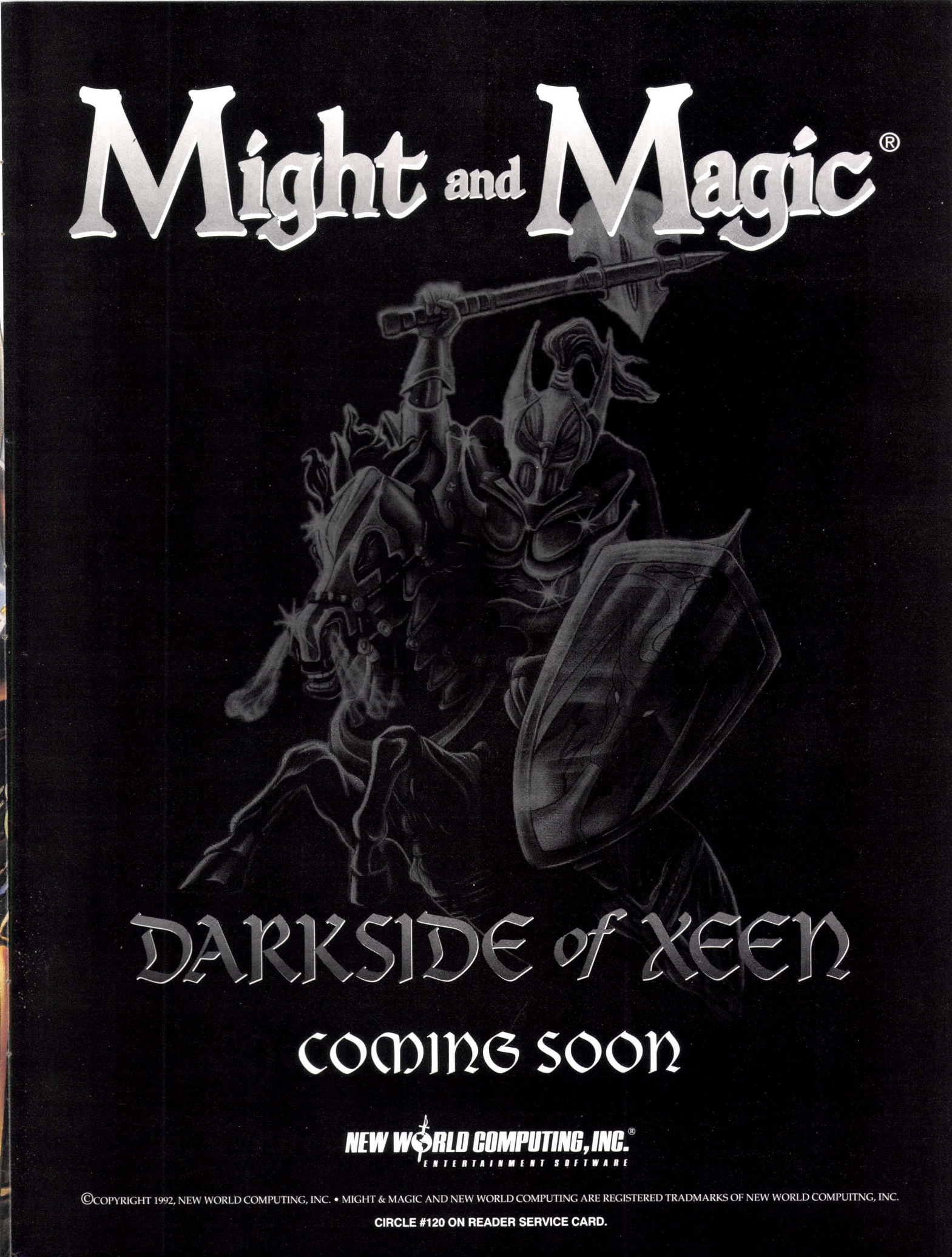
Players assume the role of motorcycle cop Jake Ryan, a rookie officer whose career is interrupted after he's run down by an unknown driver. On disability leave, Jake takes the time to investigate the murder of his parents, which happened ten years previously. Could the murder be related to the street gangs using National Guard automatic weapons or the district attorney's hostility toward Ryan? And just how much does Lyle Jamison, the former partner of Jake's father, really want to help?



The Next of Kin will contain all of Walls' police experience, which helped to make *Police Quest* so successful. In addition, *Next of Kin* will utilize video-captured animation, digitized speech and optional arcade sequences, for those who would prefer a bit more action out of their adventure games.



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COMPUTER GAME REVIEWS

Challenge of the Five Realms—Spellbound in the World of Nhagardia

MICROPROSE

Version: IBM PC ($69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

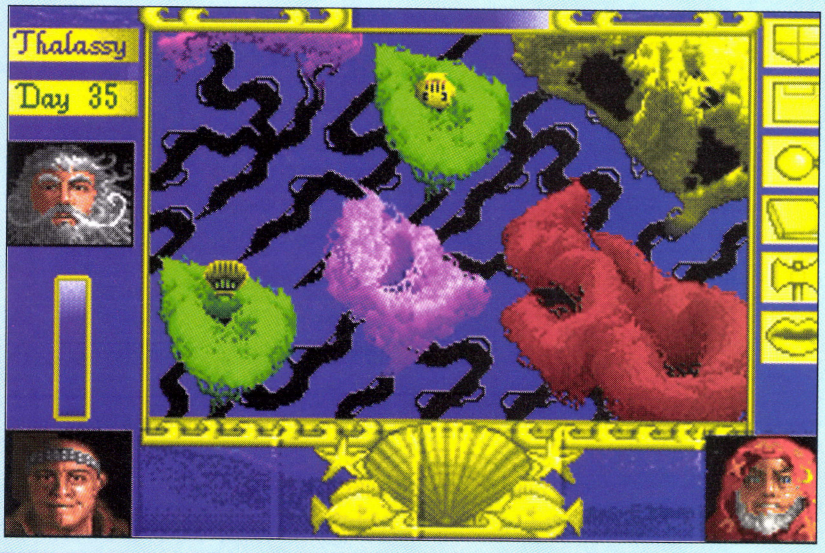
A young prince, still grieving over the death of his mother ten years ago, witnesses the demise of his father at the hands of an apparition of an evil lizard wizard named Grimnoth. The death of his dear father quickly catapults the young prince into a 100-day quest, which covers the five legendary realms of the earth's surface, the earth's inner core, water, sea and air. The prince then confronts Grimnoth in his realm with his collection of all the necessary ingredients, appropriate recruited companions and his newly developed physical and magical prowess, to save not only the five realms, but the realm of Grimnoth as well.

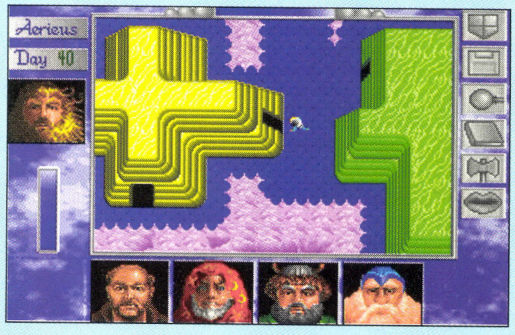
Ten companions can be recruited and dismissed, including three squads of five characters each, to share the journey. Forty skills, divided into five basic groups, can be developed from zero to 255 points of proficiency through their successful use in combat and exploration. Character creation can be quick or detailed, with random assignment of attributes. A custom character icon can be constructed with a pixel paint kit with saved face attribute blanks.

The prince can explore 39 different locations or settings, including towns, kingdoms, forests and others. Puzzles require the finding of the appropriate nonplayer character, hint or game object to progress to the next level of the puzzle. Numerous subplots give real flavor to the chase and add artifacts that aid, but are not required by, the main plot. The main plot is basically nonlinear and can be completed in any order, as long as the essential items are collected. The story, written by Marc Miller, of *GDW* fame, has some entertaining twists and turns and even a surprise ending for those willing to fight their way through the 40 to 80 hours needed to complete the 22-megabyte epic.

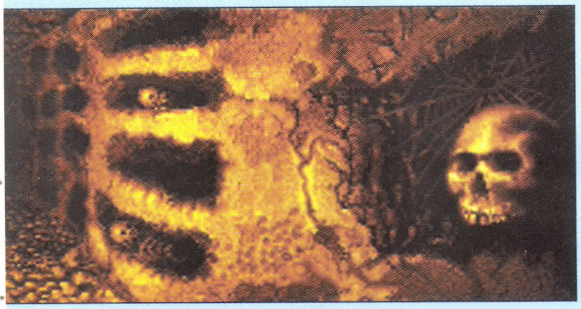
The exploration and combat is shown in a central, top/down overhead perspective, with icons and hot key activated menus controlling the movement across the vast landscapes. Some actions are not as intuitive as I would have liked, such as traveling by ship, escaping from ancient locked castles or using objects in certain situations. Use of the world map from any location eliminates the need to find the exit out of the location. Character movement by mouse, keyboard or joystick is awkward, since there is no character-routing system to help you get around obstacles smoothly.

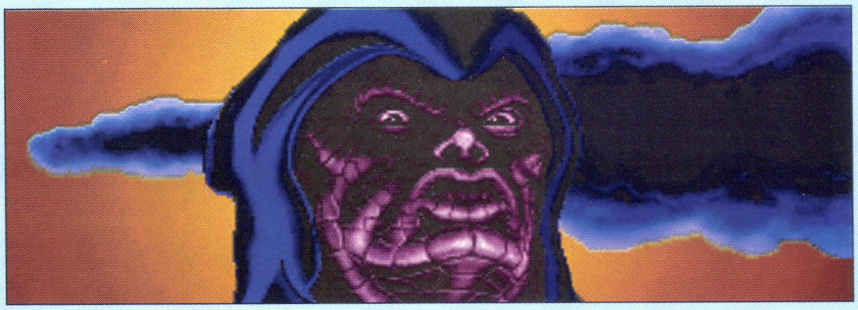
The PAL system, developed by the MicroProse Greensburg group (formerly Paragon) to make characters volunteer for actions to which they are more suited and to act according to their personalities and general commands, is utilized for combat and nonplayer character interaction. Some characters are essential to the

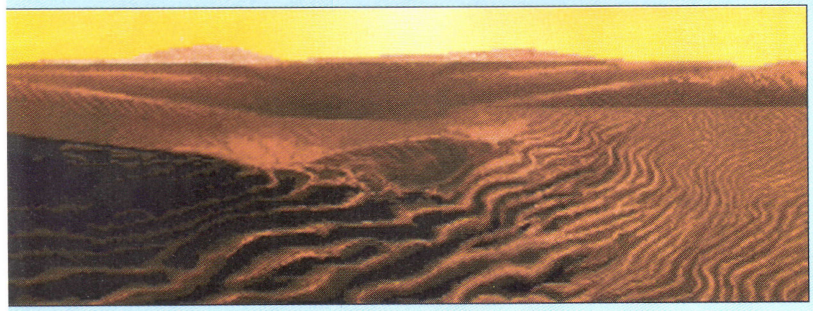


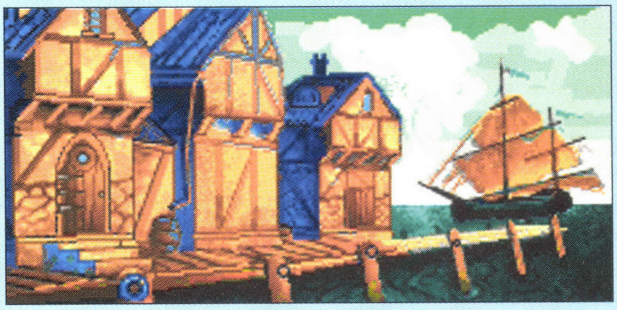












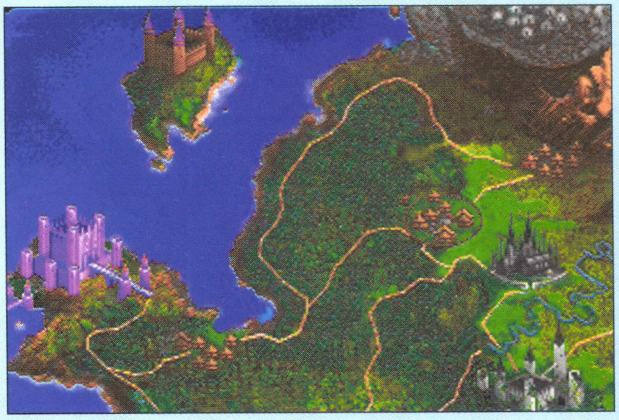
plot, while others can serve a useful, but nonessential, function. Unfortunately, dismissed members disappear from the game, causing unnecessary dead ends. The auto-mapping system gives too little detail, although it can be conveniently used to move from one place to another. Auto-combat works effectively, but sometimes lacks the intelligence to act illogically and not target the most dangerous enemies first with appropriate armament. Switching between ranged, melee and spell weapons must be manually controlled.

The auto-note-taking function of the game was virtually useless and was nothing like the one used in *Clouds of Xeen* or *Magic Candle III*. The eight save games provided were not nearly enough to handle the more than a hundred times that I needed to save the game.

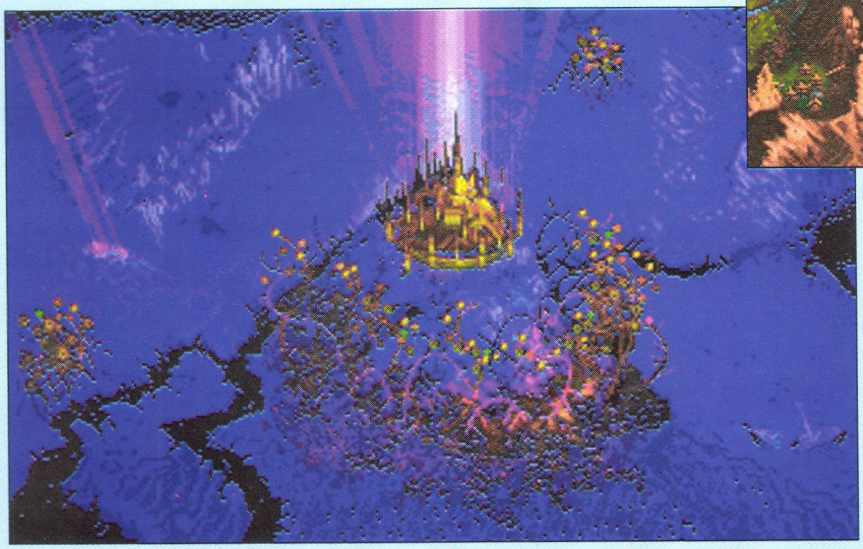
In many ways, this latest game meets the Challenge and improves on *Darklands* with ease of play and a more detailed plot. *Challenge* resembles the award-winning *MegaTraveller* series of games that the MicroProse Greensburg group produced when it was Paragon, with many refinements and sophistication unseen in the earlier games.

—Al Giovetti

MicroProse
180 Lakefront Drive
Hunt Valley, MD
21030-2245
(410) 771-1151







EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	6	7	**8**	9	10
MD	1	2	3	4	5	6	7	**8**	9	10

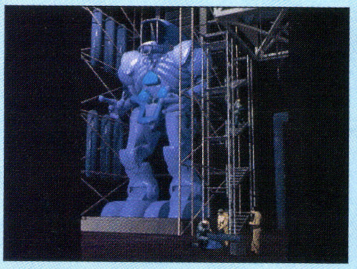
Dave said that *Five Realms* featured wonderful thought, which suffered at the hands of a poor engine; Andy agreed. Chris called it nothing too exciting.

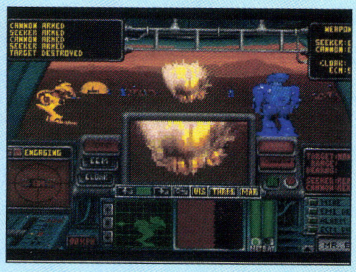
Ultrabots

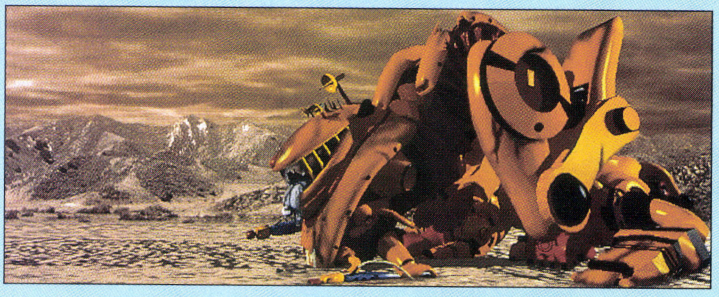
ELECTRONIC ARTS

Version: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

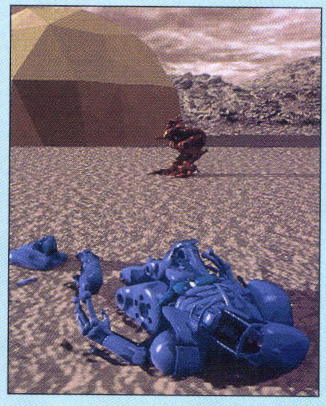






Year by year, the world moves closer to the advent of true virtual reality. And nothing, perhaps, reflects the advances being made in three-dimensional computer graphics—a major element of virtual reality—more than computer games. Computer-game publishers fall all over themselves trying to best their competitors, to come up with the ultimate 3-D graphics. With *Ultrabots*, an action/strategy war game, Electronic Arts shows that it can still walk the cutting edge of that technology.

The premise behind *Ultrabots* is that, after a failed alien invasion, the humans of Earth captured and duplicated three types of alien attack robots. These huge machines, reminiscent of something from *Star Wars*, are controlled by a single driver, who can pilot them into battle. Before long, of course, the aliens return for a second try at taking over the planet, but the humans are ready to turn alien technology against those who created it.



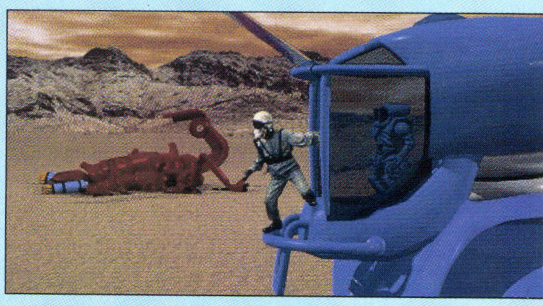
At the start of a game, you choose a scenario from the Map Room screen, which shows a map of Earth's land masses. At first, only a couple of scenarios are available, but, as the game progresses, more and more scenarios can be selected. Moreover, just as if the attacks represented by the scenarios were occurring simultaneously, the situation at different locations on the globe can become more critical as time passes, pressuring you into formulating the most efficient battle plans.

After selecting a scenario, you move to the Situation Room, from which you control the game. In the Situation Room, you can check the status of any ultrabot under your command, view a map of the scenario at various magnifications and levels of detail, switch to remote cameras carried by the ultrabots, control your power and send commands to ultrabots in the field.

From the Situation Room display, you can also switch to the cockpit of any ultrabot you control, in which case the screen display changes to a detailed, full-screen image of that machine's controls. Although there are three types of ultrabots (one designed for battle, one designed for reconnaissance and one designed for building power and communications networks), their control panels, while very different graphically, contain many of the same basic controls, which makes it easy to master each machine.



The various screens on an ultrabot's panel allow you to view a map, a radar image and a 3-D first-person display simultaneously. And, as hinted at previously, the 3-D graphics are state-of-the-art, placing you in the heat of thrilling battles between these awesome machines of destruction. In addition to the various screens, the ultrabot control panel lets you give the ultrabot commands, control its weaponry, access its defensive devices, set its speed and direction and switch to a different ultrabot's control room.



Electronic Arts has much of which to be proud in *Ultrabots*. This first-person perspective war game of alien invasion plunges the player into a convincing and stimulating battle for control of Mother Earth. Its careful balance of action and strategy assures that it can please the widest audience, and its eye-popping, on-the-fly, 3-D modeling brings computer gaming one step closer to virtual reality.

—Clayton Walnum

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

continued on page 82

EDITORS' CORNER

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DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

While Mike felt it's the closest thing to Battletech on your computer, Chris was disappointed by the cluttered screen. Andy warned of the high learning curve.

Cobra Mission

You stumbled back to your office after a long day of detective work. But before you can get cozy with a whiskey bottle, there's a message waiting on the phone machine.

"This is a life and death emergency!! Young ladies have been disappearing left and right, and now, Donna is missing!! We need your help!!

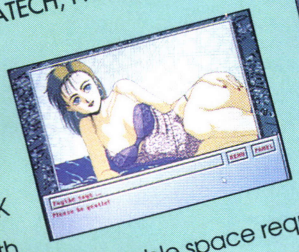
Please come quickly!!!

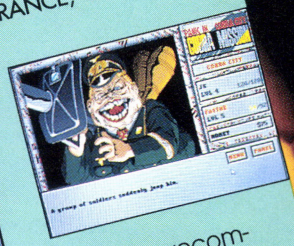
Donna's rescue is only the beginning of this sizzling adventure. There's dozens more tantalizing women held against their will. Free them from the evil clutches of General Kaiser, Cobra's psychotic master criminal overlord, and they will thank you in ways that will leave you screaming in ecstasy.

You'll be dazzled by the quality of the full screen ANIMATION graphics and find yourself reacting physically and emotionally to them! It's AWESOME!!

Megatech is offering Cobra Mission for an introductory price of **$49.95** (regularly $79.95) plus $5.00 shipping and handling. CA residents add 8.25% sales tax.

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System requirements: 286 or faster machine with 640K RAM hard disk with min.11 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended). **Sound support:** Sound Blaster Pro, Adlib Gold, Pro Audio Spectrum.

R RATED R (This program is voluntarily rated due to the partially violent and adult nature of the graphic imagery.) This program is intended for mature audiences only!!! No sales to minor under 18 and where prohibited by law.

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THE VideoGames & Computer Entertainment 1993 ANNUAL READER SURVEY

1) **Sex:**
A ☐Male B ☐Female

2) **Age:**
A ☐Under 12 B ☐12-16 C ☐17-25
D ☐26-40 E ☐Over 40

3) **Do you play?**
A ☐Computer games
B ☐Video games C ☐Both

4) **Please check all video-game and computer systems that you own.**
A ☐Sega Genesis B ☐Super NES
C ☐Neo•Geo D ☐Nintendo Entertain. Sys.
E ☐TurboGrafx-16 F ☐Sega Master System
G ☐Game Boy H ☐Game Gear
I ☐Lynx J ☐TurboExpress
K ☐Watara Supervision L ☐Turbo Duo
M ☐Genesis with Sega-CD N ☐Amiga
O ☐IBM PC/Compatible PC P ☐Macintosh

5) **Check the number closest to the total number of video and/or computer games that you own.**
A ☐0-10 B ☐11-20 C ☐21-30 D ☐31-50 E ☐50+

6) **About how many hours per week do you spend playing video or computer games?**
A ☐Under 2 B ☐2-5 C ☐6-10 D ☐11-20 E ☐20+

7) **How long have you been playing video games?**
_____

8) **Do you rent video-game cartridges?**
A ☐Never B ☐Seldom C ☐Frequently

9) **Do you play coin-op and arcade games?**
A ☐Never B ☐Seldom C ☐Frequently

10) **Check all the types of games you like to play.**
A ☐Action B ☐Action/Strategy
C ☐Adventure D ☐Sports
E ☐Role-playing F ☐Puzzle
G ☐Shoot-'em-up H ☐Simulation
I ☐Fighting

11) **Are you planning to buy a CD-ROM peripheral for your computer or video-game system?**
A ☐No B ☐Yes C ☐Yes, but I'll wait until they're cheaper

12) **If applicable, list your top three favorite video games (in order of preference).**
1) _____
2) _____
3) _____

13) **If applicable, list your top three favorite computer games (in order of preference).**
1) _____
2) _____
3) _____

14) **List your top three favorite game software companies (in order of preference).**
1) _____
2) _____
3) _____

Attention VG&CE video gamers! In order to better serve you and to accommodate your needs, we at VG&CE would like to know what games you like to play, what game systems you have and what you'd like to see in VG&CE. And, in order to give you some motivation to fill this out and mail it, we're randomly giving away 25 great game software prizes for the Super NES, Genesis, TG-16/Duo, NES, Game Boy, IBM PC and Amiga computers.

15) **Besides VG&CE, what other video/computer-gaming magazines do you read, if any?**
1) _____
2) _____
3) _____

16) **If not VG&CE, what is your favorite video/computer-gaming magazine?**
_____

17) **What is the reason the magazine you listed in question 16 is your favorite?**
_____
_____

18) **What do you like the most about VG&CE?**
_____
_____

19) **What do you like the least about VG&CE?**
_____
_____

20) **What improvements would you like to see in VG&CE?**
_____
_____

21) **Do you buy/play Japanese versions of games before American versions are available in the U.S.**
A ☐Yes B ☐No

22) **Do you buy/read any Japanese video-game magazines? If so, which ones?**
A ☐Yes _____
B ☐No

23) **Do you buy/read any European video-game magazines? If so, which ones?**
A ☐Yes _____
B ☐No

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City: _____ **State:** _____
Zip: _____ **Phone:** (___) _____
System you'd like prize for: _____

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continued from page 78

Ringworld: Revenge of the Patriarch

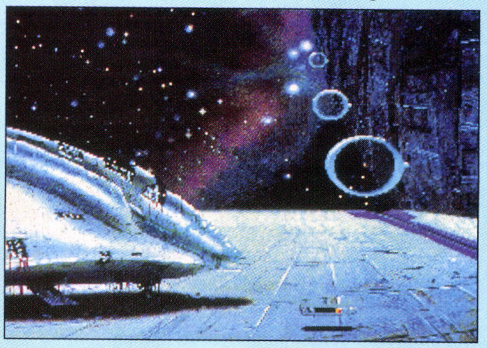
TSUNAMI MEDIA

Version: IBM PC ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC									■	
GRAPHICS								■		
PLAYABILITY						■				
OVERALL							■			

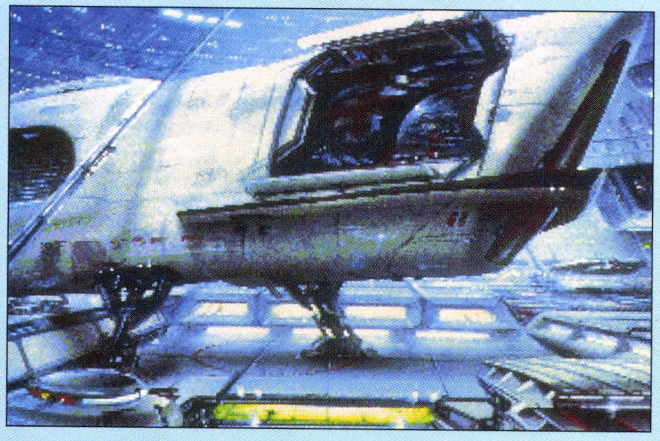
Most of Larry Niven's novels take place in what's called "known-space," which is highlighted by Ringworld. Ringworld is Niven's halfway point between a Dyson sphere (a cosmic version of those old sci-fi movies wherein the Earth's molten core serves as the sun of a bizarre world) and a planet. A ring with a 93-million-mile radius, it has 3 million times the area of earth and, as Niven put it, "It will be some time before anyone complains of the crowding." Nevertheless, he devoted only two novels, *Ringworld* and *The Ringworld Engineers* to his creation. There was obviously plenty of room left, and, when Niven steered his career toward collaborations on other projects, it was up to software developer Tsunami to continue the story with *Ringworld: Revenge of the Patriarch*.

The book *Ringworld* opened several years after a tentative peace had been established between the humans and the Kzinti, or Kzin, a breed of extremely violent feline bipeds. (The old *Star Trek* animated series and *Star Fleet Battles* strategy game adopted the Kzin.)



Less militaristic and more Machiavellian than the other two races are Pierson's puppeteers. Three-legged creatures with a one-eyed head at the end of each of two long necks, puppeteers manipulate objects via extremely sensitive lips.







Manipulation is their expertise, and, at the opening of *Revenge of the Patriarch*, the leader of the Kzintis has discovered the puppeteer plan to breed more peaceful Kzins.

The Kzinti patriarch responds with genocidal plans against the puppeteers, which the player, as the human mercenary Quinn, must prevent. Among other tasks, Quinn must steal a prototype hyperdrive ship and find stasis-protected objects of the ancient slaver race, the Thrint.

Game play is similar to most Sierra On-Line games, with cursor options to talk, walk, look, manipulate and use an item. Game play is definitely secondary to the story line, as the only real decision the player can make is whether or not to play the arcade sequences.

Something that's been plaguing adventure games recently is the inability of the graphics to delineate any difference between general background and specific items. One of the solutions for this is to have the cursor change whenever it passes over something important. Unfortunately, *Ringworld* doesn't even resort to that, resulting in a great deal of the puzzles involving more hunting and clicking than actual puzzle solving. A clear example of this is in the ship's lander bay. Pressing 70% of a certain control panel will yield no result, while hitting the lower right corner will summon the flight-cycle.

Did Tsunami succeed with *Revenge of the Patriarch*? As far as its ambition to create a third installment in the *Ringworld* series goes, the saga has all of the science, adventure, intrigue and original thinking of the two novels, but a bit less sex. The story, graphics and especially the sound are all topnotch. The game, however, is too short and, unfortunately, too linear. A new developer, Tsunami has proven itself to have quality programmers and writers. All it has to do now is concentrate a bit more on the consumer, and the industry will have another software powerhouse.

—David S. Moskowitz

Accolade
5300 Stevens Creek Blvd., Suite 500
San Jose, CA 95129
(408) 985-1700

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								■		
CB							■			
DM							■			
MD								■		

While feeling that *Ringworld*'s story and logic were sound, Chris had some trouble with the interface. Andy took to the well-drawn graphics.

Robocop 3D

OCEAN

Versions: Amiga ($49.95), IBM PC ($49.95)

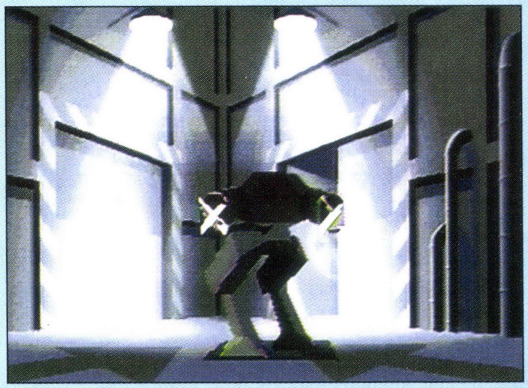
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	**4**	5	6	7	8	9	10

It's not very often when licensed games are released before the actual movie they are based upon. That is certainly the case with Ocean's *Robocop 3D*, perhaps even being a first in this industry. Though the movie will be released this summer (missing its spring '92 release due to temporary bankruptcy at Orion Pictures), Ocean obviously could not wait, having completed the game several months ago.

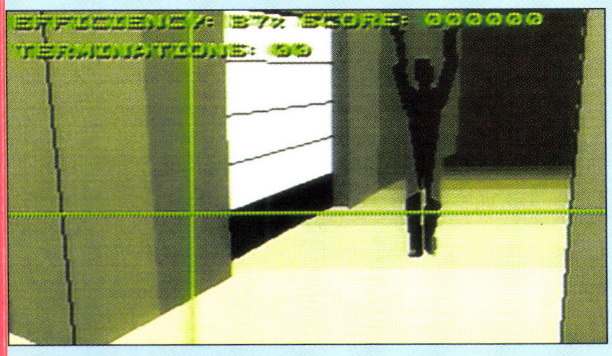
Unfortunately, *Robocop 3D* reinforces the trend that movie-to-game conversions are oftentimes poor translations, only succeeding in carrying the movie's logo across the box and little else. *Robocop 3D* fails, not because it's unplayable (in fact, it's quite playable once you figure things out), but because it lacks three important staples in computer gaming: a cohesive story line and indications of what needs to be accomplished. The third, most important, staple follows.



Robocop 3D feature two games: a movie adventure, where the bulk of the game takes place; and the arcade section, where some individual stages found in the movie section can be played and practiced. In my experience with the game, however, I found the arcade section proved interesting for only a short period. The five individual games that compose the arcade section were easily completed, and, once they were, I never came back to play them again.



The movie section is composed of several individual stages, each having an action-oriented goal that, once achieved, allows progression of the story and access to the next stage. Here, the second problem (lack of an indicated goal) becomes evident. The story starts with Robocop chasing a stolen van, but a radio message soon comes in to assist officer Lewis, who, according to the message, is at a certain street crossing. The problem is that the manual's map has no indication of street names, leaving you to guess where she's located (and you soon find out she's nowhere near a street crossing).



But it doesn't stop there. Robocop continues to receive messages about apprehending more stolen vehicles, which will leave players—at least initially—confused as to which matter must be attended to first. This problem is by no means an isolated incident, appearing in further stages. Thankfully, once you figure out what to do, it never changes, and the pattern is soon after recognized.



The first-person, polygon-filled graphics are noticeably quick in frame rate, even for modest computer setups. What the graphics lack, however, is sufficient detail in any regard, and it's certain *Robocop 3D* won't be winning any graphic awards. Shooting cardboard cutouts (which look a lot like the pop-up criminal/innocent bystander targets from a *Police Academy* movie) is something I've seen in computer gaming—five years ago. The sounds, on the other hand, are a notch better, with catchy tunes and even the use of digitized sound effects. It's certainly a nice contrast to the disappointing graphics.

Finally, having no save feature—or, at least, any way to continue from a certain stage—is uncalled for. And it's this cheapened longevity that becomes the final nail in the coffin for an already flawed game.

—Danny Han

Ocean of America
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131
(408) 954-0201

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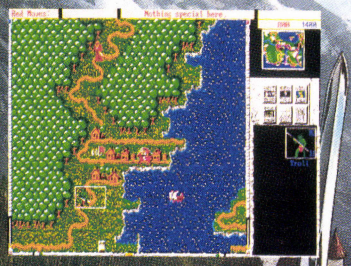
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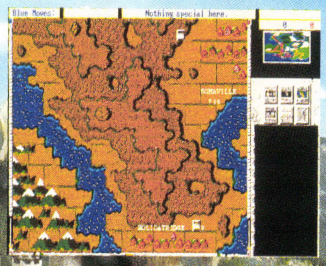
AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	6	7	8	**9**	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

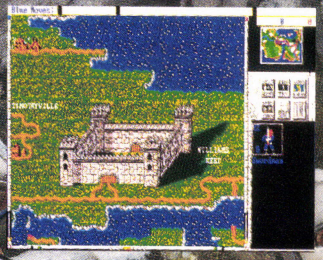
Most everyone enjoyed *Robocop 3D*, but Andy had problems with flaws like enemies being able to shoot around corners. Chris liked the action/adventure mix.

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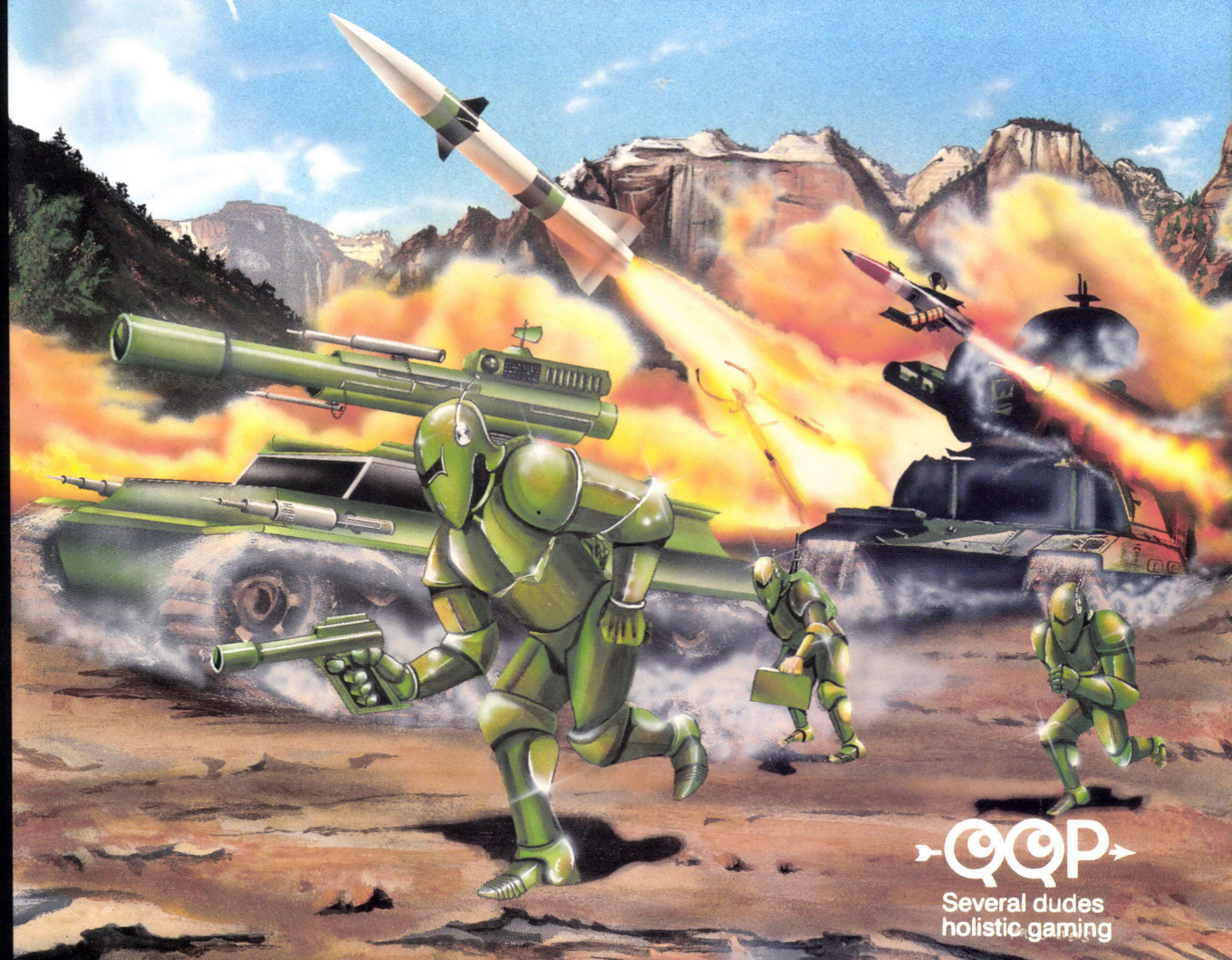
The "Conquered Kingdoms" computer game is IBM PC and soon to be Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:

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continued from page 83

Veil of Darkness

SSI/EVENT HORIZON

Versions: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Although Halloween is still months away, SSI and Event Horizon Software obviously had that holiday in mind when creating *Veil of Darkness*. In *Veil*, the player's character, while flying his plane over the Mountains of Romania, suffers engine trouble and makes a crash landing. Upon regaining consciousness, he discovers that he is trapped in a land where vampires, werewolves and other evil creatures roam the countryside. To escape, your character (looking much like a choir boy) must seek out and destroy Kairn, the vampire who controls the valley with an iron grip.

To help you defeat Kairn, *Veil* sports the same interface used in *The Summoning*. An overhead, isometric view allows players to get a bird's-eye view of the action. Moving your adventurer about the screen is accomplished by using a mouse or a keyboard, with the former being the preferred control method. The interface is unique, consisting of two separate, overlapping screens: The upper portion of the screen displays the character and his surroundings, while the lower displays inventory and other character information. Other interface features include *Veil*'s extensive set of on-line maps. A valley map allows speedy travel between locations in Kairn's domain, while an auto-mapping function can help you find your way through mazes and catacombs. Keeping track of information gleaned from NPCs is facilitated by a conversation "spooler" that sends game dialogue to a printer or disk file, allowing you to peruse the text at your leisure.

Veil is very strong on atmosphere, succeeding admirably at bringing a sense of gothic horror to game play. In addition to the staples of any vampire adventure—wooden stakes, hammers, garlic, bats, rats, etc.—the artists and designers of *Veil* have cobbled together a variety of colorful nonplayer characters. More often than not, I found the NPCs I met to be reminiscent of the hapless characters found in nearly every vampire movie since the birth of film. In addition to the main quest of defeating Kairn, you must deal with werewolves, zombies, ghosts, banshees and other creatures of the night. All game elements are rendered in gorgeous 256-color VGA graphics, successfully evoking the dark, moody appearance expected of a land populated by vampires and werewolves. Sound and music are generally good, although several of the tunes are unnecessarily repetitious and quickly become irritating.

Veil sports a sense of humor, too. Your character's current condition is represented by an image of his body within a coffin; as he takes damage, he gradually turns into a fleshless skeleton. This morbid streak extends into the behavior of nonplayer characters as well. In one section of the game, you'll encounter a burly farmer's wife using a knife to make a batch of rat stew, suggesting a morbid allusion to the song "Three Blind Mice."

Although marred by a few minor foibles, the game eventually emerges as a superlative adventure of gothic horror. *Veil* also indicates that Event Horizon has matured as a game developer, offering a product that compares favorably with the best from Sierra and SSI's AD&D series. If you're a fan of vampire movies, *Veil of Darkness* is currently the best attempt yet at bringing everyone's favorite bloodsucker to the computer screen.

—Jeff James

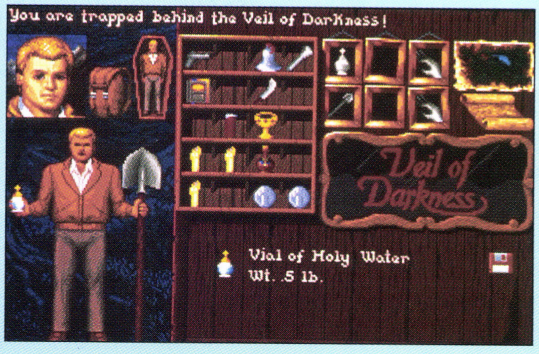
SSI
675 Almanor Ave., Suite 201
Sunnyvale, CA 94086-2901
(408) 737-6800











EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	6	7	**8**	9	10
MD	1	2	3	4	5	6	7	**8**	9	10

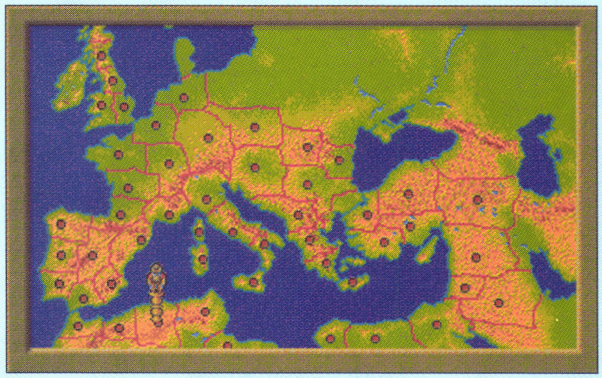
Dave highlighted the well-designed on-line help, but all agreed that the choppy character movement in *Veil of Darkness* really hurt its ratings.

Caesar

IMPRESSIONS

Versions: Amiga ($59.95), IBM PC ($59.95)

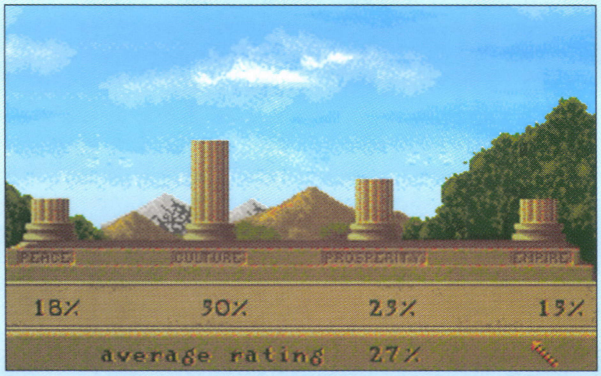
SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10



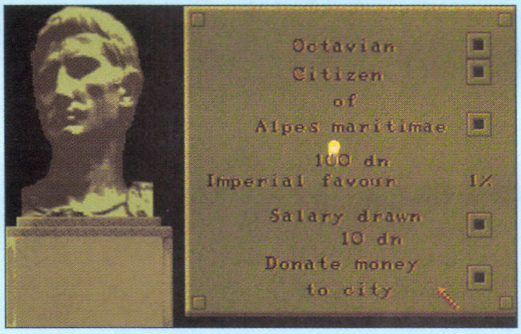


No, not a game about making my favorite kind of salad, but a game of strategic Roman conquest. The game begins in the year 13 B.C., and, as a new governor of a Roman province, you are given the task of developing it from untamed wilderness into a economically stable and safe home for your citizens. Unfortunately, the province that you will govern is randomly given to you, and you have no decision in its selection.

At first you are given the option of selecting your initial funding (anywhere from 250 to 8,000 Denarii), skill level (easy, medium and hard) and what name you will rule under.



Play is broken up into two levels: provincial and city. In the provincial level, you have access to the entire province. Here you build roads, city walls and engage in military battles with barbarian hoards. Upon selecting Cohort Attack, if you decide to attack a barbarian army, a separate battle screen appears showing you the strength of both your army and the opposing force. Here you can select the type of attack you are going to use (e.g., tortoise, assault, flank or charge), and, if you find out you're outnumbered, you can retreat (though this lowers your cohort's morale).





In the city level of play (this is where most of the fun is in *Caesar*), the object is to build a city, using the different building tools to create a city that is well balanced and produces income. Many different settings can be adjusted in the forum, where all of your advisors are located. Here you can set the tax, the plebian (the lower-class work force of Roman times) work and welfare allocation and so on.



Caesar's game interface is unforgiving. When you go into scroll mode (in either city or provincial levels) you can easily wind up somewhere on the map you don't want to be. A small window within a window at the top left of the screen shows your current position on the map. Too bad you can't select the smaller window to pick your desired location on the map.

Also, when building items, say for example roads, if you make a mistake in placing one, you're out the funds spent for placing that item. You can erase it using the Clear Area icon, but that will cost you even more money, and it doesn't return the money for the misplaced or mischosen item.

Beginner strategist beware! If you are new to games in this genre, *Caesar* is not an easy game, and I would suggest trying something a little lighter before diving into this one.

Caesar has its appeal, though. The music throughout is appropriate to its setting, especially when you select the forum to check on information from your advisors. *Caesar*'s difficulties with its game interface, unfortunately, add a lot of frustration to what could have been a truly fun game to play.

—Mike Davila

Impressions Software Inc.
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Farmington, CT 06032
(203) 676-0127

EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	**5**	6	7	8	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

***Caesar* gave Andy the feeling he was looking at *SimRome*, but it was a little too dry. Dave said that the engine was not there yet, but was getting better.**

Creepers

PSYGNOSIS

Versions: Amiga ($49.99), IBM PC ($49.99)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								■		
GRAPHICS								■		
PLAYABILITY									■	
OVERALL								■		

They're cute, they're from Psygnosis and they're really stupid. Lemmings? Nope! Creepers, the latest attempt from British developer Psygnosis to capitalize on the puzzle craze it began with its suicidal rodents.

The goal of *Creepers* is to guide the little green stars into a cauldron that will transform them into butterflies. In each of the over 70 levels, players alter the playfield with a number of tools as the worms start flying. The creepers may be ejected from cannons, fish, cabbages, plumbing and anything else that comes with that level.

Tools include all sorts of girders, fans, bombs and trampolines. If this sounds like *The Incredible Machine* (*TIM*), think of *Creepers* as a cross between *TIM* and *Lemmings*. Unlike *TIM*, gravity affects only the creepers, not the tools, so, while play does not incorporate all of the math of the Dynamix masterpiece, *Creepers* is much more playable on older, slower computers.

Often the screen might be split into sealed sections and a creeper from one will have to trigger the release of a companion on the other side of a barrier. Players do not have an infinite number of options during the level, but, rather than limiting the quantity of each tool, *Creepers* only allows a certain total to be on the screen at one time. In addition, placing a tool takes 200 units out of a starting 5,000, while removing it is free of charge. Sure, the levels can be solved by enough trial and error, but this energy monitor requires some intuitive thinking.

Perhaps the best tool is the least scientifically predictable: a tennis racket. Rather than appearing as an object on the screen, each 100-unit whack with this icon will send the creeper flying with enough force to often get it out of the nasty corners that run rampant in the game.

Limited tool placement time before the initial creeper launch is mollified by a pause function that allows players to look at the screen indefinitely without being able to place tools. Other time limits may be imposed by obstacles that gradually obstruct a necessary passage for the creepers to, well, creep through. Occasionally, bombs will fall from the sky destroying on-screen barriers and creating fatal pits. To make things even more difficult, the game is continually adding new and diverse hazards—so, while creepers can't self-destruct like lemmings, there are certainly enough ways for them to die.

If *Creepers* has any problem, it's lack of originality. *Creepers* has charming, colorful, well-drawn graphics and decent sound effects, but it desperately stretches for originality. If even a lower-quality version were released three years ago, it would have been revolutionary. Right now, it doesn't even vary that much from *Bill's Tomato Game*.

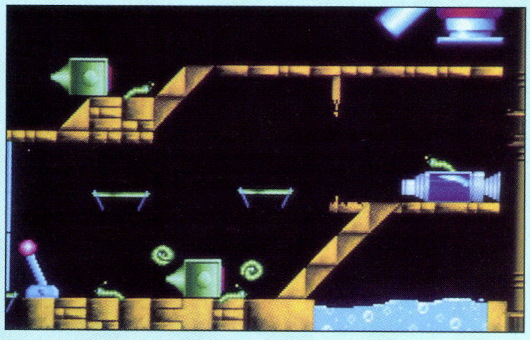
Nevertheless, *Creepers* is just as enjoyable and addictive as one would expect from Psygnosis. The game has neither the brilliance nor the originality of *Lemmings* or *The Incredible Machine*, but, considering the deluge of *Street Fighter II* clones that videogame fans are plagued with, computer-puzzle fans have very little to complain about.

—David S. Moskowitz

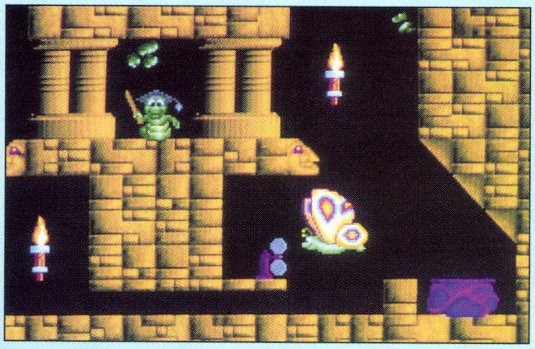
Psygnosis
29 St. Mary's Court
Brookline, MA 02146
(617) 731-3553











EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								■		
CB								■		
DM								■		
MD							■			

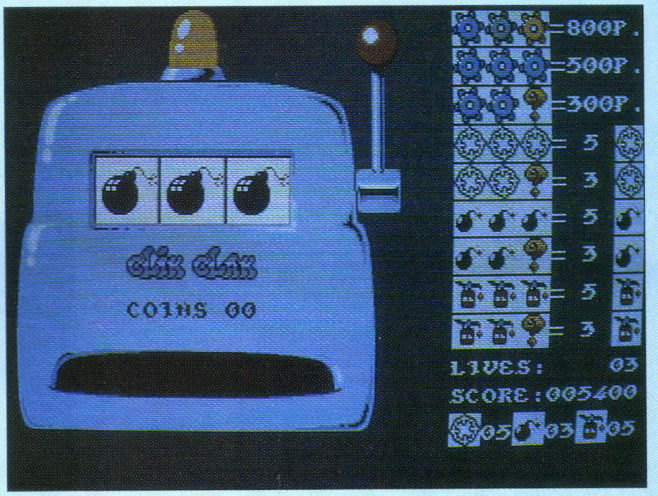
Though Chris and Andy liked *Creepers* as another nice puzzler, everyone seemed to feel that the industry doesn't need more nice puzzlers. Let the public be the judge.

Gearworks

HOLLYWARE

Versions: Amiga ($49.95), IBM PC ($49.95)

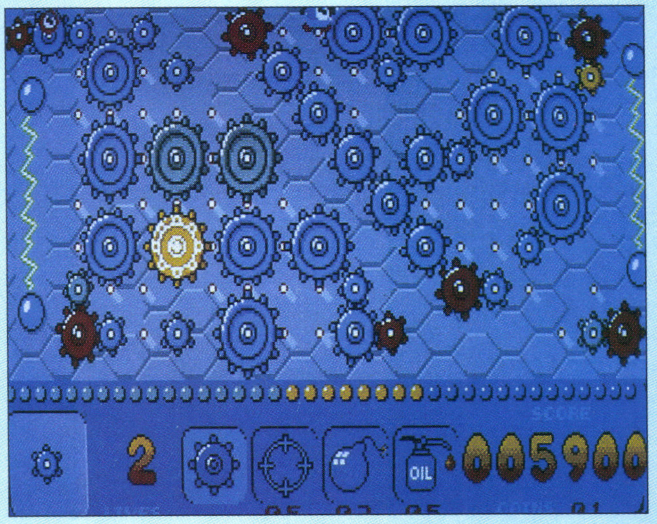
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

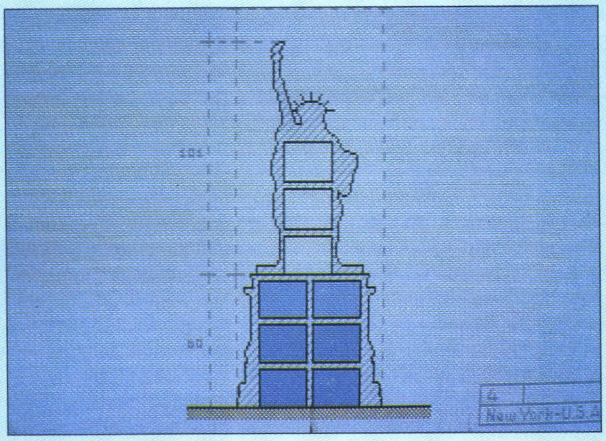


Gearworks is a game of strategy. The goal is to connect a turning gear on one side of the screen with a stationary gear on the other side. This is done using three different sizes of gears. When the turning gear and the stationary gear have been properly joined, the whole string of gears begins turning, and you get points for all the gears in the chain.

In addition to the turning gear and the stationary gear, the playing fields consist of a multitude of pegs. Gears may be placed on any of these pegs. Across the bottom of the screen are additional tools such as an oil can, gun and bombs.

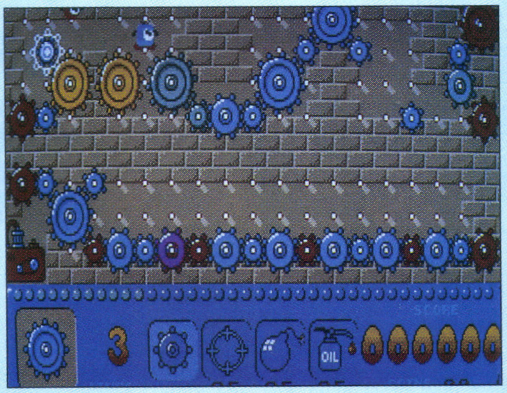
To master *Gearworks*, you need to learn what types of gears work properly together. For example, you may not place two of the large gears next to each other because there is not enough room. Only certain patterns of gears will turn adjacent gears. For example, you may place a small gear next to a medium gear, and the teeth on the two gears will mesh properly. On the other hand, two small gears on adjacent pegs will not turn because they are not big enough to mesh their teeth.





If you cannot find a "home" for a gear, you may place it out of the way on the playing field. However, you lose points for gears that are not connected to the final string of turning gears. If you accidentally misplace a gear, you may use one of your limited supply of bombs to destroy the gear. This may also be necessary if you join the gears in such a way that they "bind"—preventing the whole string from turning.

Complicating matters are the "Poffins." These are mostly a nuisance, but the orange Poffin will rust a gear, preventing it from turning. You must use your oil can to "unstick" a rusted gear and get it turning again. There is a gun available for shooting at the Poffins, but this is an exercise in futility—in all the hours I played this game, I was never able to hit one.



Gearworks may be controlled using a joystick, the keyboard or a mouse. The mouse control was extremely frustrating, as it was much too sensitive. All the control schemes made it way too difficult to move to the bottom of the screen and change tools.

The graphics are nondescript, but this game doesn't need great graphics to be fun. What it *does* need is more debugging—it crashed consistently on three different computers with "out of memory" errors, despite having 624 K free! The manual-based copy protection is a pain. You must match a pattern of gears against a table of code numbers—but the table is not in numerical order! Thus, you must search through the entire table looking for the code number you need.

Overall, this game is reminiscent of LucasArts' *Pipe Dream* in many ways. With fewer crashes and a better aiming system for the gun, it could be a lot of fun. As it stands right now, however, it is more frustrating than it should be.

—David Plotkin

Hollyware
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Marina Del Rey, CA 90291
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EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

Dave felt it was a "nice idea with shoddy execution." Chris also thought it was a good concept, but put the order in for a sequel with better sound and playability.

Wacky Funsters!

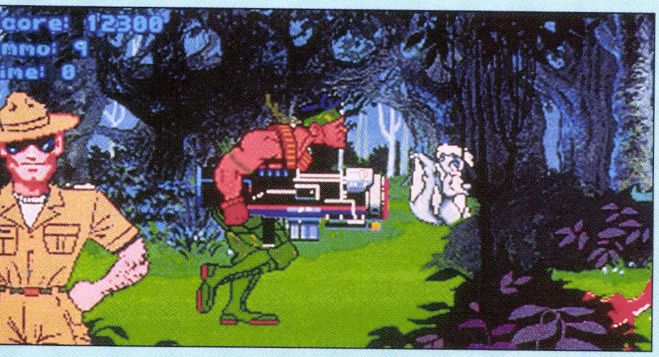
TSUNAMI MEDIA

Version: IBM PC ($29.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS							7			
PLAYABILITY							7			
OVERALL								8		

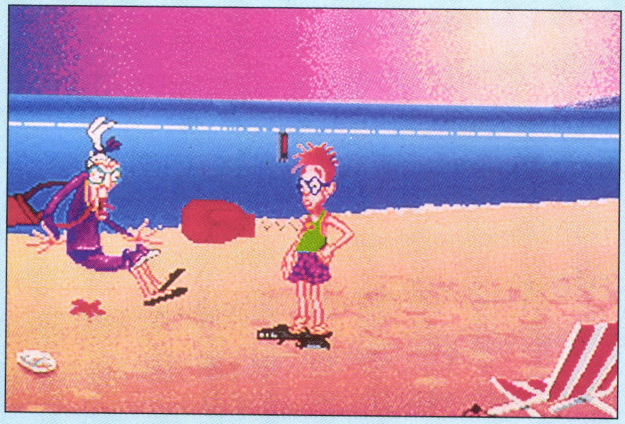
Are you tired of saving the world? Of sending demons back to their own dimensions? Of repelling alien forces? Of fighting steroid-addicted martial arts freaks with stupid names like Ryo? Wouldn't you rather get back at that third-grade teacher who kept tearing up your comics? Or better yet, just blow away a bunny? Well, then you should look into Tsunami's *Wacky Funsters!*, a collection of 5½ games.

The games in this low-priced collection all play like high-grade shareware with professional-quality humor, and all are very short, so those who couldn't care less about playing for high scores, beware. But is the package worth it? Overall scores are listed above, but the games and their specially created "Funster Fun Ratings" (FFRs) are below.



"Big Guys With Muscles": What face-to-face fighting games should be. The player controls the heroic geek who has two attacks, an ink-squirting flower and springloaded boxing glove along with two defenses—jump and duck. This one's strictly for laughs, as delay times between keystroke and on-screen action kill any video-game timing skills. Opponents use beer-belly bounces, burps and flexing pectorals, but the best foe is the third-grade teacher. She's developed no fashion sense since you suffered in her class, but boy can she flip. (FFR: 6)

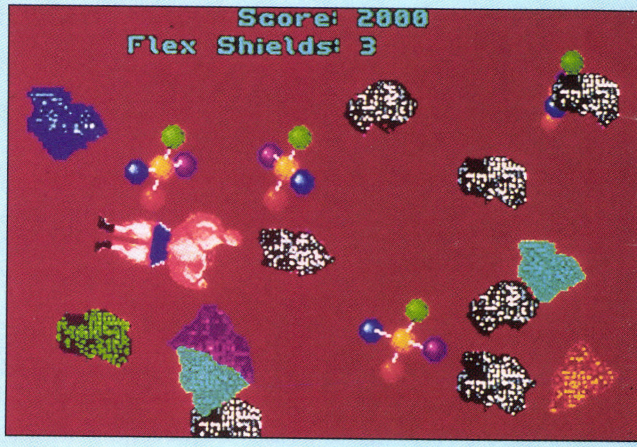
"Steroids": A must for anyone who's ever watched a body-building competition and wondered how the contestants move. Players are a microscopic steroid smasher who must hit the menacing molecules with his hands or swell into an awkward and a much more easily hit moving creature. Hitting good, natural proteins reverse the process. (FFR: 6)



"Ping:": Only the first and third levels are *Pong*-like, with the second requiring players to dodge most of the balls shot at them. Great scoring ("love" to "angst"), sound (monotone voice saying "ping," "pong" and "thwhack") and funny but occasionally incomprehensible dialogue in between points make "Ping" a winner. (FFR: 8)

"Road Kill!": The dog of the lot. Splendid in conception, there's nothing enjoyable about driving down a highway and having to shoot targets while they're too far away to appreciate. What's worse, driving over anything—even fluffy little animals—stops the car and eliminates any satisfaction of the no-scoring crunch of bones underneath your drive-train. (FFR: 3)

"Rambi vs. Blambo": A great one for mouse-balls, this game allows players to be the innocent but heavily armed deer or a parody of the great moral leader of the Reagan era. Play resembles a standard shooting gallery but with plenty of blood and sound effects for the main target. Trust me: You'll never enjoy decapitating a deer so much. (FFR: 8)





"King's Retreat": The half game. No arcade skills needed here, only an appreciation of bad puns, good jokes and very worthless trivia. The hosts range from a ravenously hungry, but not overly corpulent Elvis, to King Tut. (FFR: 9⅓)

Is the $29.95 worth it? Consider the alternatives: You can go out and put a down payment on your favorite RPG, hire a real nerd for one hour to install *Windows* on your PC or buy at least four books of trivia to compensate for all of the useless things you'd learn in just half of a game's playtime.

—David S. Moskowitz

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(408) 985-1700

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								8		
CB								8		
DM								8		
MD							7			

Mike liked the attention to detail that Tsunami gave to the product, while Chris called it "lots of fun with cool cartoon-quality animation."

Inca

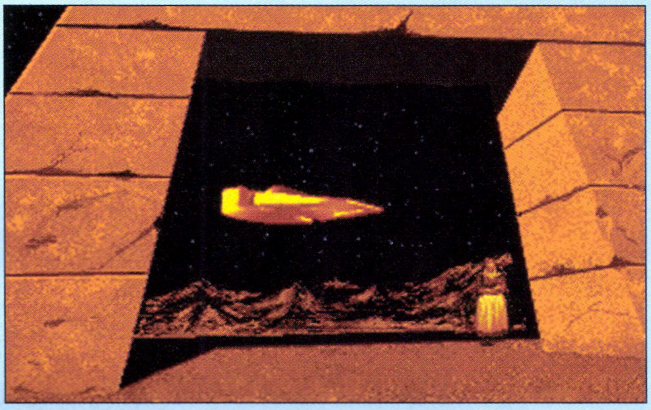
COKTEL VISION

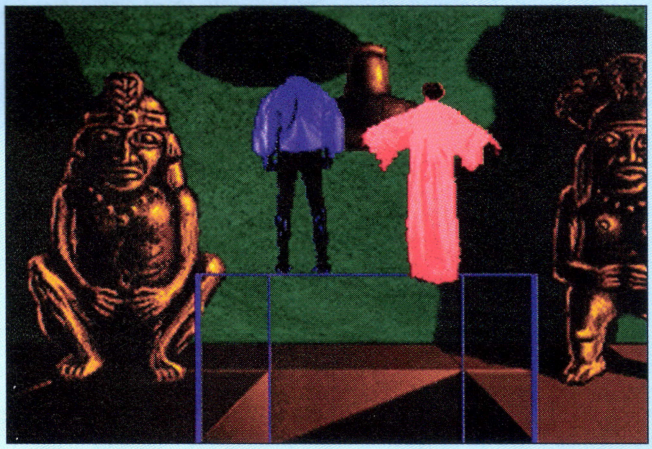
Version: IBM PC ($59.95)

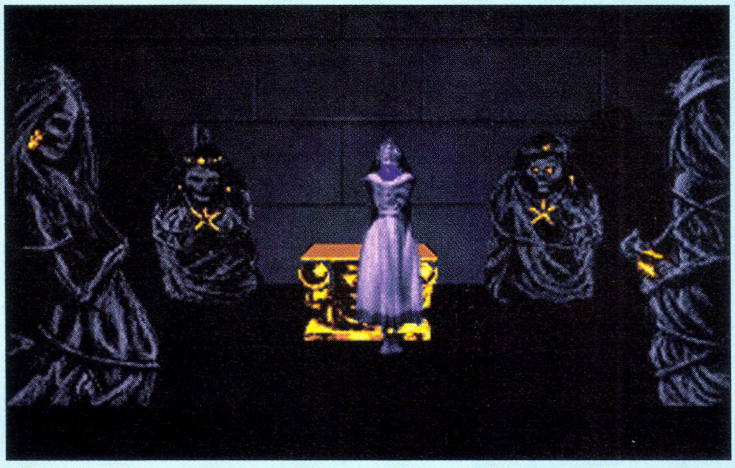
	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC										●
GRAPHICS									●	●
PLAYABILITY							●	●	●	●
OVERALL								●	●	●

Back in 1532, the Inca empire was overrun by the great conquistador Pizzaro and his men. It's said that, years before this, one of the Incas, Huayna Capac, had a premonition of the arrival of this vast Spanish army. The Inca knew this encounter would lead to his death, but he was at peace knowing that the powers of the Incas would never be overtaken. He had hidden these powers somewhere in space-time, aware that the prophecy would be fulfilled. You are "the chosen one" and must play the role of El Dorado, a mythical character whose goal it is to find the three powers (time, matter and energy) that will restore the Inca civilization.

As the game introduction commences, a star-filled screen quickly gives way to a magnificently radiant sun. The voice of Huayna Capac can be heard (Sound Blaster) narrating the introduction in *Quechua*, the native tongue of the Incas. The attractive scrolling scenery gives way to a final image of Huayna Capac, who mummifies and then transforms into an *antara* (an Inca pan flute), which launches itself into space. The spirit of Huayna Capac then becomes your guide throughout the quest.







The starting screen is set in a templelike structure where Huayna awakens El Dorado and describes the circumstances. Before you embark, you can invoke a small Inca glossary, which defines some of the terminology that will be used throughout the game. As you click on the stone portal, you will be treated to a jaw-dropping cinematic sequence, as the *Tumi* (your space vehicle) begins to head toward your first quest.

Using a first-person perspective, you pilot the *Tumi* toward the first planet. Within seconds, you are greeted by an intriguing synthesized voice that relates messages on the current situation. Unlike the *Wing Commander* series, space travel here may seem very simplistic. The mouse controls the few basic commands: fire at enemy ships or asteroids, accelerate or change direction. This is understandable, as the emphasis is on more than just space encounters. No sooner do you approach the first planet than you find yourself hunting down enemy ships in a high-speed chase (à la *Star Wars*). Upon completion of the trench scene, the Inca city awaits, but gaining access to the stone entrance is just one of the many puzzles you'll have to solve. The puzzles range from manipulating objects in proper sequence to remembering cryptic messages that unlock hidden mysteries. Once inside, you will find yourself in a maze of 3-D corridors with occasional passageways blocked by ambushing conquistadores. These digitized characters come to life as your mouse controls a stream of bullets in a deadly shootout.

Technically, *Inca* is one of the slickest presentations to date. A variety of graphic techniques were used to bring this multimedia adventure to life (wait until you enter the floating 3-D-rendered caravel). The only drawbacks I found were the space battle sequences; although visually impressive, enemy armadas become extremely difficult to destroy, as your gems (shields) get shot out in no time. Better have your password written down, since *Inca* does not support a save feature.

Overall, *Inca* is a cinematic tour-de-force with excellent sound and music, amazing 3-D graphics, synthesized live-motion characters and a compelling atmosphere. Next time you're in Peru, look up to the stars and imagine.

—Joe Cataudella

Sierra On-Line
P.O. Box 485
Coaresegold, CA 93614
(209) 683-4468

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								●		
CB									●	
DM								●		
MD							●			

Dave felt there was too much emphasis on cinematics, but called it a solid blend of puzzle and arcade. Chris highlighted *Inca*'s incredibly smooth action.

Daughter of Serpents

ELDRITCH GAMES

Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	**9**	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

"The horror...The Dark Gods are coming...Yog-Sothoth...Yuggoth... Lords of the Great Abyss...My eyes...My...."

For lovers of H.P. Lovecraft's Cthulhu Mythos, *Daughter of Serpents* will be a nice find. Though it is darn near impossible to re-create the terror of Lovecraft's slowly building prose, *Serpents* has captured the flavor of his writing quite well, thank you.

An interesting hybrid, *Daughter of Serpents* treads a fine line between graphic adventure-style games and role-playing. Though graphic adventures are nothing new to the computer-gaming world, *Serpents* is unusual because the character the player generates actually impacts on the course of the game.

The character generation system is simple to use, yet allows the player a great deal of control over the abilities of his character. Once the player picks his talents, the rest of the adventure is tailored around the knowledge and expertise which that character possesses. For example, a character experienced in Mystic Arts might know how to raise a spirit from the dead, but might not be able to translate Arabic. Likewise, depending on the character's individual background, the people he will be interacting with will alter accordingly.

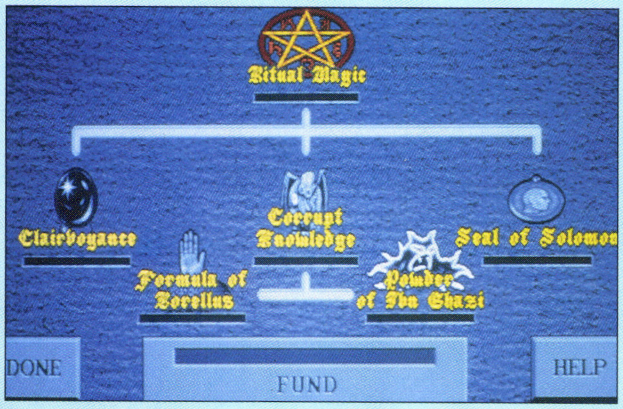
Once you've fleshed out your character, you're thrust into hot, sweaty Alexandria, Egypt. The game leads you through the dusty streets into museums, crypts and other, more deadly, places. The characters encountered are well thought out and help maintain the atmosphere of the game.

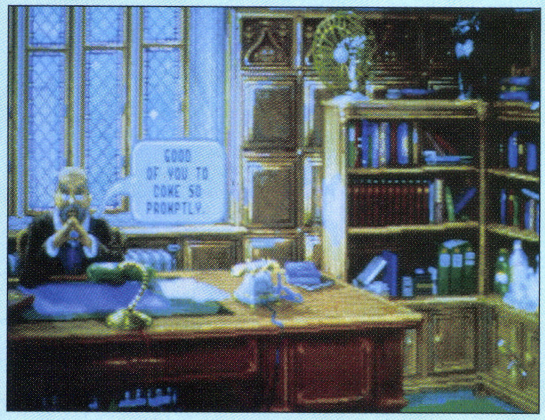
One of the game's nicest touches is its interface. Inventory is kept on a separate screen, which is simple to access. The inventory screen shows larger versions of objects in the game and provides the player with a map of the city, *The Cook's Guide to Alexandria* and a notebook. The map allows players to move from one location in the city to another almost instantaneously. *The Cook's Guide* provides copious background on the city history, mythology and other information of interest. The notebook is automatically filled during game play. A handy item for those of us who hate taking notes during the course of the game.

But *Daughter of Serpents* is by no means a flawless game. I felt there was too much text for the few graphics provided, and the scenario was relatively simple to solve, though it was interesting to see how the game played differently with various characters. In addition, though the music was great, there wasn't enough of it, which is basically how I felt about the whole game. I liked what was there, but felt a little like Oliver Twist: "Please, sir, I want some more."

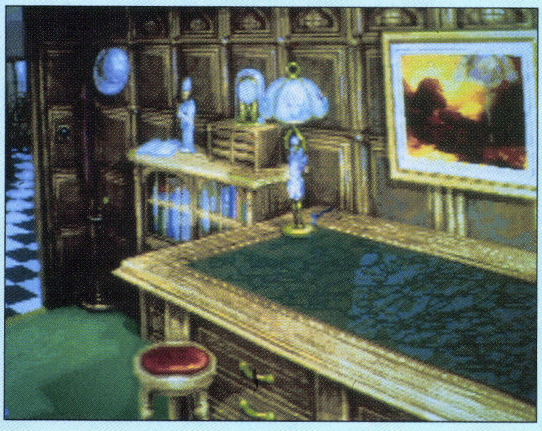
—Caroline Spector

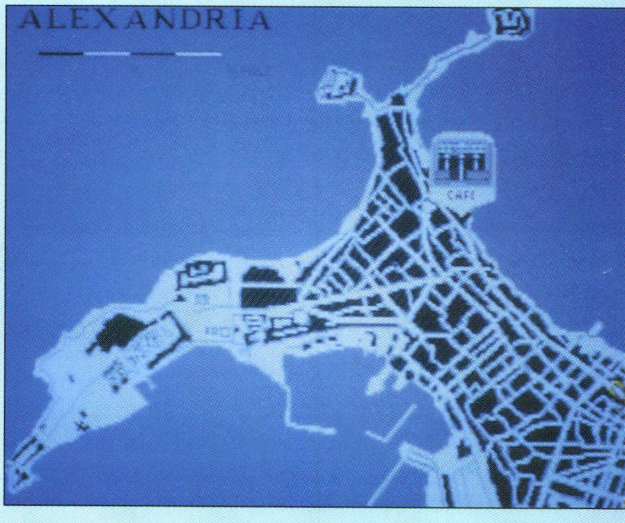
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EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	**6**	7	8	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	7	**8**	9	10

Andy labeled it as another game dragged down by its interface. Chris applauded the strong graphics, while Dave predicted a deluge of Lovecraft stuff on the horizon.

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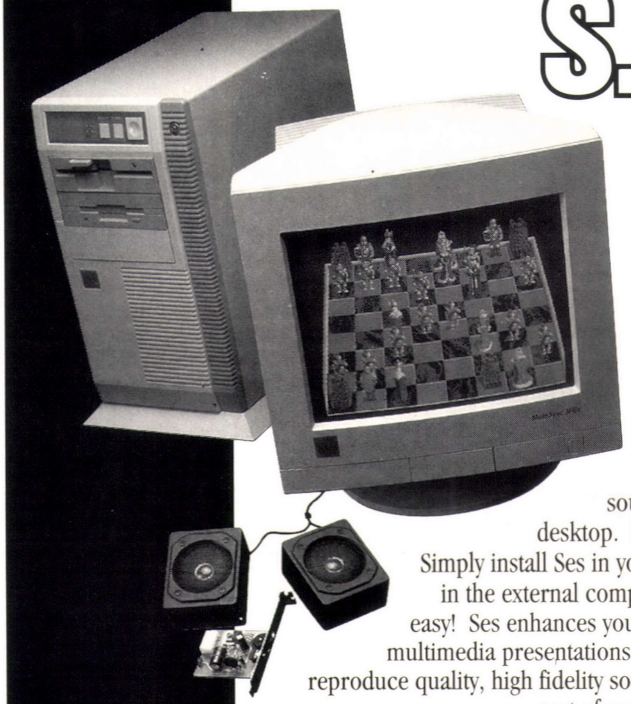
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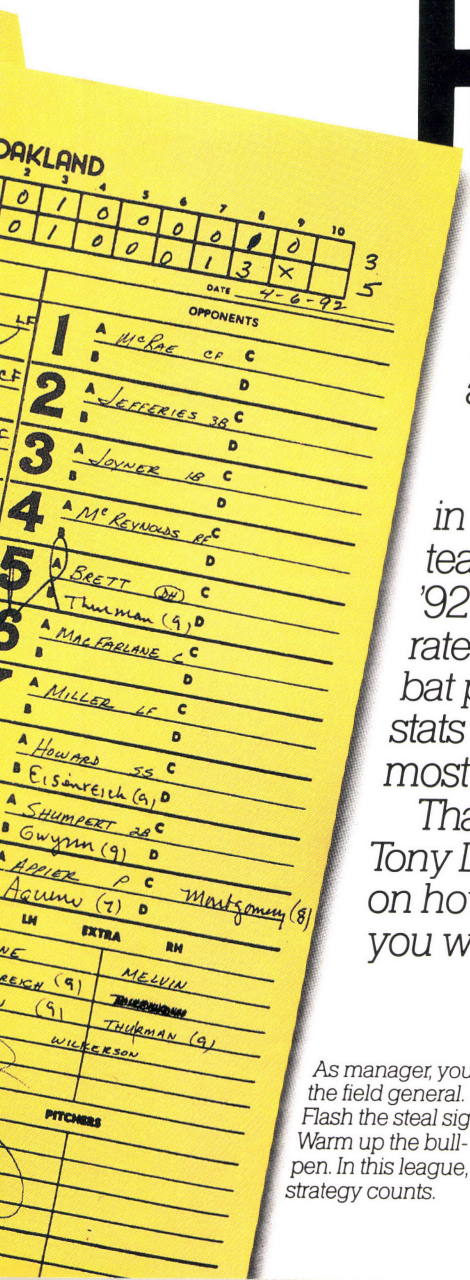
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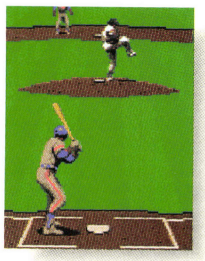


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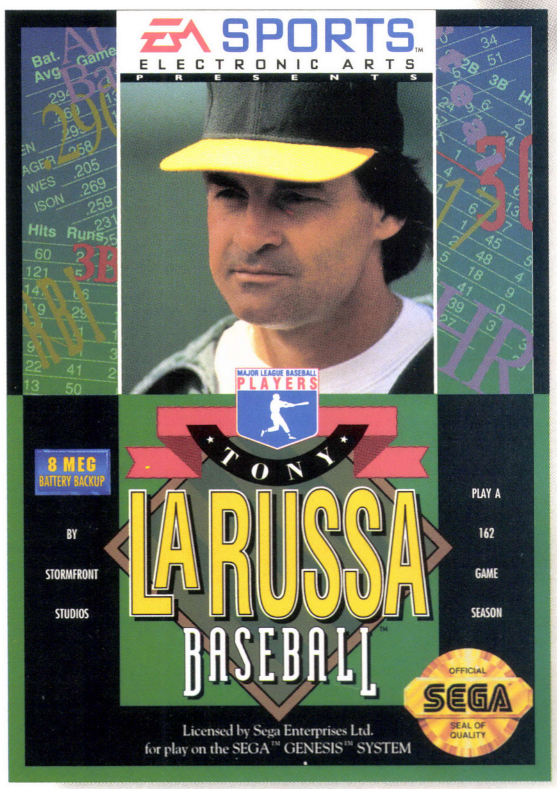


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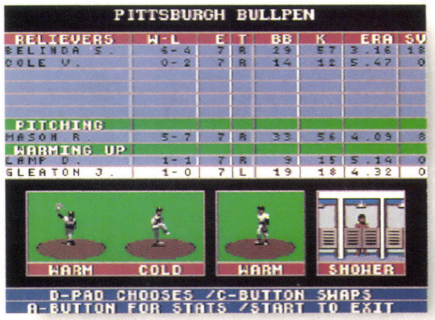
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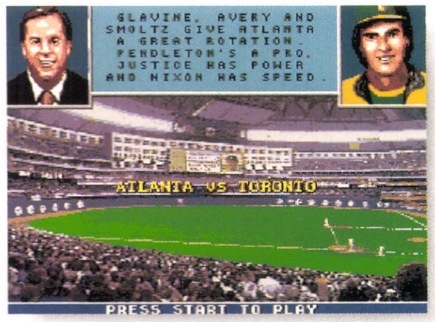
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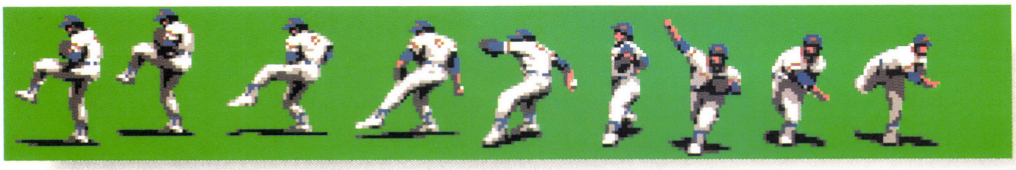


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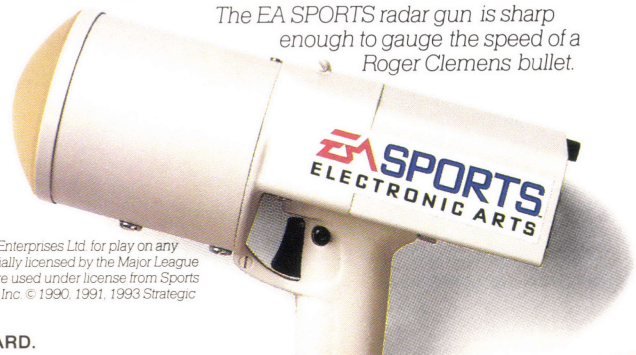


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